


The Ultimate Un-official Games Console Fanzine for Video Gamers!

# ELECTRIC BRAIN

Issue 25 - Recommended Price - £1



## CD-ROM SPECIAL ISSUE

Mega-CD  
Super -  
System Card  
CD-ROM?  
CD-ROM XA?  
CD-I?  
Play Station?  
MMP-1?

**REVIEWS:** F-22 Interceptor, Robocod, Heavy Nova, S.F.Soccer, Super Fire-Pro Wrestling, Cal. Games, Golden Axe 2, Double Dragon 2... and many more!



VIRTUAL REALITY

**Refreshes the parts other console  
magazines cannot reach!**

## E.B. PROFILE



**Name:** Onn 'The Ed.' Lee

**Age:** 24

**Gender:** Gender?... a distinction of words, roughly corresponding to sex... hmmm... yes?!

**Fave Console games:**

Super Darius (Engine/CD-Rom) - Cool conversion! Bomber Man (PC Engine) - Brilliant, Awesome, and addictive with 4 or 5 players  
World Court Tennis (PC Engine) - Another Mega game with four players

John Madden '92 (Megadrive) - Mega sports game!  
Final Fight (Super Famicom) - Great to play to take out your anger and frustration when the Amiga has crashed losing all the data!  
Tetris (Gameboy) - Awesome stuff - Great!

**Fave coin-ops:**

Darius - Mega three screens...totally brilliant  
Dragon's Lair - Great animation, and still fun to play... unfortunately, hard to find such a machine now. Great to show off!!  
Gauntlet - with 4 players and lots of dosh!!

**Fave films:** Star Wars Trilogy - Watched it a few times, but still brilliant

Indy III - Harrison Ford again - excellent action and extremely funny with Sean Connery.  
Blade Runner - Mr. Ford again... what can I say?  
Home Alone - Okay, so Barry 'beanhead' Norman can't stand it, but when the burglar steps on that 6" nail from the cellar... has me rolling every time!

**Fave music:** Don't really have any specifics... like most Hits in the US charts... Michael Jackson (Dangerous Album is Ace), Madonna, Genesis/Phil Collins (I can't dance video is excellent!), Queen (R.I.P. Freddy!), Bobby Brown,.....

**Fave Clothing:** Leisure clothes... track suit, jogging pants, etc., but NOT Shell-suits...Burn em'!!

**Likes:** Playing video games, Eating, Sleeping, Any Sport (playing & watching), VR, completing this fazine on time!!!, pay day, 'Real' Japanese Noodles!.....

**Dislikes:** getting up in the morning, Mean Machines, Stupid people who come to my take-away or phone, Mean Machines, Amiga bloody crashing!! + breaking down!! Mean Machines.....

**When nobody's looking I like to:**

Drop little all over the place

**My greatest ambition is:** Bring out a full colour commercial magazine to wipe out Mean Machines OR open a Console Mega-Store right next door to Megacorn!

**Fave saying:** 'It'll be out next week!', especially when asked when the next issue of E.B. is out, OR 'I'm bloody Skint!'

## BRAIN SCAN:

At long last, Issue 25 is here, with more than the usual, and better than before. Just when I thought this issue will be produced smoothly, my Amiga internal drive has packed in on me with 5-6 pages left to do!!

You might have noticed that this issue is slightly different in look - this is because I have splashed out on a hand scanner. Most of the pictures in this issue are scanned in, this saves me trekking to the printers to get the pictures photocopied, and hopefully they will be reproduced better than in previous issues as scanned images are black and white and not grey scaled like photocopied. As this is the first time I have used it... some pictures are rather poor...some fairly dark, but rest assured that they will improve from the next issue. Incidentally, I'm rather p'd that just when I bought the Hand scanner, Power Computing brings one out that's a whole lot better with a better scan head to give better dither patterns at the same price!

It's been quite a good month, with some wierd and wonderful games... on cartridge and CD-Rom format. It's certainly looks like a great year ahead of us... with some real hot games coming out, especially if you have a Super CD-Rom on the PC Engine. Hopefully Sega will pull some punches and release some decent arcade games on their own Mega-CD. And the Super Famicom is looking to be a hot machine!!

Special thanks this issue to all the people who have written in and helped with this issue with reviews and info... plus extra games suppliers.... we want more!! If you are a Console Supplier, and willing to lend us games for review, or place an advert... then give me a ring for details, etc. Especially wanted Lynx, Game Gear, and NES titles... as you can see in this issue... we haven't any reviews on these format.. PLUS UK title games!

OH YEAH! If anyone out there has a NEO GEO, maybe you can write some reviews for us?

Well, the E.B. Team in Notts (Myself, Dan, and Lee... plus Mark Thompson (The M.T.Kid) our budding friend) have been rather skint lately playing Legend Quest - a Fantasy Virtual Reality game - at £1 for two minutes... cashflow really leaks!! Check out what L.Q. is like and how to look a right plonker in this issue!

If I get round to it, you will also find a leaflet in this issue for E.B. What do you do with this leaflet? Give it to someone who owns a console who doesn't get E.B., Stick it in copies of Mean Machines, C+VG, etc., at your newsagent, leave it at a console shop, etc.... Spread the word and the leaflet!! Well, that's all for now.... 'Ere.. there's a big fat orange bald guy sneaking up on me.....

Well, all the best..... Until next issue... (SMACK) OWWW!!!

Onn

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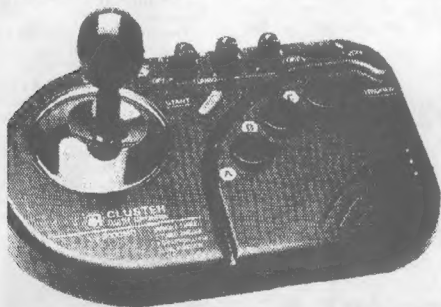
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# Cluster Stick

There aren't a great deal of good Megadrive joysticks about apart from Sega's own Powerstick (then again, not many good Engine ones either), but from the Cluster Corporation of Japan, comes the 'Cluster Stick E's', for 6,500 yen (£28). The stick is very much like the Power Stick, in fact... in black with a blue start button and

three red i.e.d. lights for the buttons. The spec. includes a sturdy eight directional lever (stick), variable turbp switches corresponding to each of the three trigger buttons, plus a Slow Motion switch for all you cheats out there. It certainly looks great... I certainly could do with one!



# Namco - World 1996

Well, there's Disney World/Land... not only in the US, but soon to be opened, in Paris, France. So, it's not a great surprise that one of the biggest video games companies - Namco are to start building their own amusement park in Japan. The huge project will begin work on 29th Feb. 1992, and it's hoped that Namco's Park will be complete... and opened to the public on 30th April 1996.

The park will be like most others.. amusement features like big rides, arcades, shops and stores, Virtual reality related projects, and will of course feature all the famous Namco characters like Pacman.

The park is expected to open between the hours of 10:00 - 22:00, seven days a week.

So note this in your diary - when the time comes you can visit the Namco park!!

# CD+G = GRAPHICS

Now that you've splashed out on a Mega-CD for your Megadrive, and/or a PC Engine CD-Rom of some sort/system V3.0 card, what else can you use your system for? Well, both machines can display graphics if you play 'CD-G' music compact discs on your system, and the latest CD-G for Japan is 'Super Dungeon Master', which feature music from the Super Famicom version of the game, and features some rather wierd and nasty graphics of monsters, and rather 'orrid rats. Yours for only 3,000 yen (£13).



# US Я IN JAPAN

At the end of December, top US Top Store - Toys Я Us, opened in Japan to the world's press. The store is one of only a few american successes in Japan, and this is one mega huge toy store. Not only are there the usual stuff which you can buy at your local Toys Я Us, but of course, they sell all the Japanese gear, including video games consoles... from the Gameboy, PC Engine, Duo, LT, GT, Megadrive... and even the Neo Geo. The machines are sold at reduced prices too.. a Megadrive for ¥11,480 (£50), PC Engine - ¥13,980 (£61), and the Neo Geo - ¥36,780 (£160).



Nintendo's  
Possible  
CD-ROM...  
Out in  
JAN '93

see  
Page 42 for  
Specs

# Sonic in top Gear

As Sega competes with Nintendo in the hand held sector, they have turned to a star to promote their Game Gear.

The star in question is the blue hedgehog - Sonic, who will be bundled with the colour hand held machine and will cost £119.

The current price of the machine is £109 bundled

with addictive gem puzzle game Columns, or £99 on it's own.

The Gameboy is currently the top selling handheld in the UK... well, it is the best in terms of price, software, and battery life, and with Atari's powerhouse machine, the Lynx cutting in the same market, Sega intends to get a bigger share of the cake with this new package.

This is not a surprise

deal from Sega as Sonic has already been bundled with the Megadrive and Master System and done well, and with the Gear Gear over in the States, which has been selling extremely well too.

Unfortunately, at present it seems that the GG and GG version of Sonic is selling so well, as soon as supplies are shipped over from Japan, they are sold out real fast.



## SEGA GAME GENIE

The Game Genie is currently only available for the Nintendo Entertainment System, although Nintendo themselves tried to ban the product, but it's soon hit Sega machines.

The Genie enables you to customise games - so you can cheat by increasing or lowering the difficulty level, give yourself extra lives, stop timers, etc...

So successful it is, that a Sega version will be released around March - probably for both the Master System and Megadrive/Genesis, although no price have been fixed.

Hopefully, there will be a save game option... so I can get further in Robocod!!!



## Big Bucks for E.A.

Electronic Arts, one of the best third party console games producers revealed their turnover and profit the third quarter.

For the three month period ending December 31st 1991, Electronic Arts' turnover was \$59,077,000 - a rise of 64 per cent compared to the same quarter last year!

Most of this is because of EA's support for the 16-bit Games Consoles, especially the Genesis (Megadrive) including super titles like - John Madden Football/92, F22, Road Rash, Robocod, Immortal, Fatal Rewind and E.A.Hockey; and the fairly recent releases of Super NES titles like John Madden Football.

With such a big turnover, E.A. is certainly the leading third-party publishers of 16-bit video games.

## Acclaim flies onto Sega

As Sega's consoles increase in popularity, Acclaim have created a new label for the machines - Flying Edge.

Acclaim have released a number of titles for the Nintendo machines including top licenses - the Simpsons, Spiderman, and W.W.F. Wrestling.

So as not to confuse the public, Acclaim has created a new label called Flying Edge, for software for the Sega range.

The first titles should be available around the third quarter of the year... including Ferrari Grand Prix, The Simpsons - Krusty's Fun House, Arch Rivals and Spiderman for the Megadrive and The Simpsons - Bart Vs The Space Mutants, George Foreman's Knockout Boxing and Spiderman for the Game Gear.



## FAST Catches Cartridge Pirate

FAST, who has been seizing illegal computer software have made their first catch of pirated cartridges.

The first catch was in Nottingham (not my house! Ed.) but one of the first console suppliers in the UK... mentioning no names... ermm... what a Mega Com... Aarhem! The pirated games consisted of both Sega and Nintendo cartridges.

# Total Confusion

**Total - the first UK Nintendo-specific magazine are taking a big step in publishing the paper, as it could face legal wrangles from the giant company - Nintendo.**

Future's rag, surprised everyone as it popped on to the news stands without any warning... no adverts in other magazines, or to Nintendo.

Before Total - no other publisher released such a magazine because they were warned by the manufacturer that any un-endorsed goods would be likely to infringe copyright!

Total however seem to

have ignored this warning and hope no legal action will be taken by big 'N'.

The first issue sold around 60,000 copies and amazingly did not contain any adverts ('cos of the Nintendo warning).

At the moment, Total seem to be in the clear, although Nintendo is expecting to produce their own official magazine for their own range... which could cause trouble for Total.

As the second issue of Total hit the shelves... we wait for big N to react or don't!

# A Lemming a day...

**The World is going Lemmings crazy, as Psygnosis sit back to reap in the lolly.**

The crazy band of suicidal creatures have appeared on just about every computer format, notching up over 300,000 copies sold, and soon on just about every console which will increase this figure more than ten fold.

Already, the game has been produced on the Super Famicom (see last issue), and very soon for the Megadrive... with a coin-op version expected to appear in the first quarter of the year, not to mention the sequel game - Oh No! More Lemmings, selling extremely well.

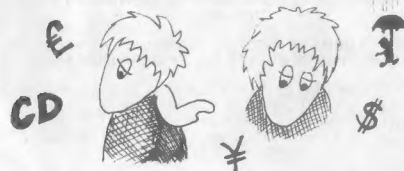
Psygnosis expects to generate around \$80,000,

000 in sales and licenses by the end of the year... and it looks like they will succeed!

The company also have three CD-Rom titles in the works for release between April and October - these include Planetside - an air-to-air combat game (could well be the one that amazed all seen on the CD-TV), Microcosm - a game set inside a human body, and Sci-Fi Adventure - an adventure game set in outer space.

Although these produces are probably for the CD-TV, they are likely to appear for the CD consoles too - The Mega-CD for the MD, and Engine's CD-Rom.

Watch out for more info on these products in future issues.



# Konami's Renegades

**As we mentioned in the last issue, Renegade are to convert some of their hit games for the game consoles - Gods and Magic Pockets.**

The firm has signed a deal with top software company Konami in the US to publish games for the home market.

Konami already handles two other UK firm's software - Gremlins

and Mirrorsoft (although the latter is in doubt... 'cos of the Maxwell business), and Renegade seems a good bet, although Renegade haven't exactly produced many games.

As mentioned, the first title - Gods, should hit the streets around Spring on CD-Rom for the Megadrive and PC Engine, not to mention computer formats (PC and Amiga), with Magic Pockets to follow.

# Ride Sir Clive

**Mr... ermm... Sir Clive is back, and will be revealing his latest piece of hardware to stun the world - the Electric Bike!**



The new Sinclair bike is expected to be launched in the summer and although electrically powered, it will be legal for a 14 year old to ride it. And it's claimed to be

'relatively' easy to recharge!

As yet, there are no specific information of the Sinclair bike, but it's said that the bike will have quite a long range before the battery packs in.

After the rather bogus C5 electric car, Sir Clive could have some trouble selling the product... apart from collector pieces.

Rumours are also a foot that Sir Clive has a Electronic Shoe in development, but Mr Ginius refuse to talk anything about it.

# More Trade in the West

**Tradewest, the big US Games firm has linked up with The Disc Company.. also part of Activision, to distribute their games in Europe.**

Before, Tradewest games have been sold over here by licensing their games to other firms, but now they will be handling them with help from TDC under Tradewest International.

Some of the best Tradewest games as most of you know comes from the Rare team like Battletoads... and the

first batch of games will include Battletoads, High Speed (pinball) and Indy Heat for the NES, Sneaky Snakes, Jack Nicklaus Golf and Super Off Road for the Gameboy, and Battletoads, Jack Nicklaus and Super Off Road for the Super NES.

Hopefully, the games will appear quickly and at a reduced price, ie. I've been after Sneaky Snake for the Gameboy for some time, but place around Nottingham charges between £25-£30 for the game.

## E.B. Challenge no. 2

The E.B. Challenge is our equivalent to Kryton Factor - and to get the lazy E.B. Team to do something instead of sitting on their hides watching the screen.

February - the Chinese New Year - the year of the monkey - but it's also Valentine Day... so the challenge of the month was to try to pull a girl from the local pub... and who become a real Monkey?

The E.B. Team strolled into the 'Dog and Knackers', hoping the other to go first. We drew McDonald straws, and Leelee picked the short one, and was the first victim.



**Lee:** The team parked themselves at a table... and next to Lee was a blonde talking to her friend. We gave Lee the nod... and began to sweat. His brain had to think fast... he could only think of one thing... and time was ticking away... he had to chance it.

"I bet you're a model, aren't you?", Lee enquired.

Nothing from the girl.

A strange voice bellowed out from no-where - **'IDIOTICALEY!'**

"I bet you're a pisco, aren't you?"

Still no response from the girl.

**'BORINGLEY!'**

"How's your drink?", Lee spoke again.

The girl turned around, **"Fine Thanks... now piss off you Scum!"**

**'EXPERTLEY!'**, boomed out the voice.

Lee has failed! But we did find the mysterious person behind the bar that was speaking out... so we beat him up!



**Dan:** He also had to think fast. As Lee's chat up lines didn't work, Dan had to take a different approach. Dan was a master of video games and a whizz at accountancy, so he pulled out his pocket calculator, scanned the room, and tapped away - he calculated that atleast one female in this pub was into video games, and he spotted her. Tucked in the corner, a brunette in a white suit was taking it out on her gameboy. This would be a doodle Dan thought.

He strolled over, peered over the girl's shoulder to see what she was playing and gave his best shot.

"Turtles eh? Really easy game that... I can complete that..." Before he knew what had happened... Dan flew across the room, bounce along the pool table, and landed on top of the video jukebox (this pub had class!)... and it started to play Kylie (no it didn't!).

Unfortunately, Dan didn't calculate that atleast one female in the pub was a karate expert - and never interrupt a black belt ninja female gamer!!!



**Onn:** The Editor didn't like his chances, but remembered that old chinese proverb, "Action speaks louder than words", not to mention watched Donohue on attracting females by using magic tricks!

He looked round for a candidate, and spotted a girl read a paper at the bar - she was the target.

"Excuse me... can I borrow your paper for a minute?"

"Sure", she said.

With the paper, Onn rolled it up into a cone, ordered a glass of milk, and began to perform the "Milk in the paper Cone" trick!!

The girl was really impressed. So was the rest of the people in the pub, as they crowded round to see this amazing feat. Unfortunately, Onn had never performed this trick before... but it sure seemed the time!

Onn rabbitated a bit, poured the milk in the paper cone... and nothing happened. Great! Things were going well! No leak!! Thinking the milk had vanished into thin air, the girl grabbed the cone to take part in the act, and bashed it with her fist. Milk

slashed all over her, and the crowd around!

Onn was last seen been chased by a girl, and a mob of angry people!



**Tai:** Tai decided to follow the traditional video game concept... "Male hero rescue defenseless female" theme. Unfortunately, Tai needed some mugs to help with the plan. The Mugs - the rest of the E.B. Team!! The plan was, the rest of the team make a right nuisance of themselves and Tai comes in, to the damsel in distress with his japanese ninja skills. We decided that if Tai pulled this off, he would only get half the points, as the team helped. He agreed.

Pretending to be drunk (Lee didn't need to pretend), we crowded round a selected girl and acted the part - then from out of the blue... or to be more precise... Loo, sprang a dark figure brandishing a long samurai sword, followed by a "Yeeeeeeooooowaaaaahhhh!!". Even more surprising... two undercover cops leaped from their tables and arrested Tai for possessing an offensive weapon!!



**Marc:** Last but only have to score a point... it was Marc's turn. Living down south, Marc knows about the cost of living... "Money talk... yeah... money talk..." Ahem! Marc, armed with his wallet, which was bulging like it was pregnant, approached a girl at the bar. The rest of the team were all wondering where he got all that dosh!

"Hi... can I buy you a drink?", Marc asked reveal the load of notes!

"Sure... thanks... same again please".

the girl replied.

A couple more girls then joined her. "Oh... my name's Cherry, and these are my friends Sammy and Nicol", the girl at the bar said.

"Hi... Marc... Hello", Marc gulped, "same again for the ladies and one for myself", he said to the barman.

Marc was in top form, he could now get triple points here!

"Champagne... wasn't it?!", the barman asked.

Marc gulped a big surprised gulp! And looked into his wallet which was mostly stuffed with Monopoly money. He just managed to pay for the drinks when the three girls swallowed their liquids and ordered other round.

Marc excused himself to visit the men's chambers, and a quick exit out of the back window!

**THE WINNER:** ONN... as he was the only one to pull a girl from the pub... well, more like chased by her with a baseball bat!

### SUBSCRIPTION

TO EXPERIENCE MORE ELECTRIC BRAIN, SEND £1.30 FOR THE LATEST ISSUE (THIS INCLUDES P+P). £2.60 TWO ISSUE.. ETC..

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PLEASE MAKE ALL CHEQUES/P.O.'S PAYABLE TO 'ONN LEE'.

SEND TO ONN LEE (ELECTRIC BRAIN), 125 ARNOLD ROAD, BESTWOOD ESTATE, NOTTINGHAM. NG5 5HR.

PLEASE MAKE SURE YOU INCLUDE YOUR NAME AND ADDRESS AND LET US KNOW WHICH ISSUE YOU WANT TO START FROM!!! WE PREFER IF YOU DON'T CROSS P.O.'S AS IT'S EASIER TO CASH AT THE POST OFFICE TO BUY STAMPS INSTEAD!



# Super Famicom News

**Data East :** Golf is very big in Japan, and this is reflected by the fact that in a couple of months of the release of the SF, two golf games were released. But they will soon be joined by a third from Data East called Super Birdie Rush. The game is based on their 8-bit Famicom golf game/Engine one, we're it's viewed top down... simple, but very easy to play. Infact, it's certainly the best on the engine! The 8meg game should be available around March.

**Jaleco :** Jaleco's next game, Rushing Beat looks real hot and will give Capcom's Final Fight a run for it's money... if they can program it well. Basically, the game's a clone of Final Fight as you control a Street Fighter called Rick Norton (just like Cody) or a big Cop called Douglas Bild (can you guess what he looks like?). Unlike FF on the SF though, this game can be played by two people simultaneously! The 8meg game takes you from the city streets, on a train, jungle, and a sports stadium. Each character also has different moves - combination punches, flying kicks, grabs, power driver, throws, backdrop, and even a dragon punch. When will it appear - around March, so don't throw away your knuckle buster. Jaleco also have Super Cup Soccer on 8m3g cart, and this is very much like Tecmo's World Cup '90 game, in fact, if it wasn't for the scanner at the top, I would have thought it was Tecmo's game. Doesn't look too impressive, but we'll have to wait and see. Out at the end of April.

**Sammy:** If you want more fighting action, then you can get hold of Battle Blaze from Sammy around April. This one is more of a Barbarian/one-on-one game, as you select a player and take on your opponent... to fight to the death. The characters you can pick includes barbarians armed with swords or axe, a knight - again with sword, a ogre with a mace to a strange dog-like beast with some mean fangs!! Out on 8meg cart.

Even more beat 'em ups - there are two 'in the ring' games in the works for the SF. The first for release in April on 4meg cart is a standard boxing game viewed side-on and looks similar to Taiko's Final Blow, while the other games is out around May called something Last Bout on 8meg cart. It differs from the former in that, the fighters range from standard boxers to guys skilled in Kung Fu and/or Martial arts, a Tai boxer, and others, so a sort of in the ring Street Fighter game. Animation looks well ace.

**Taito :** If you want more soccer, then you can ave up for your copy of Taito's Hat Trick Hero, and again, this looks very much like Tecmo's game, but hopefully it will feature all the playability of Taito's coin-op game Football Champ. Out on 4meg cart. for the end of March.

**IGS :** What about The Rocketeer? Well, the game should be out at the end of Feb., and is looking really good. Described as an arcade action and shoot 'em up game, should it play as good as the film, then it should be worth waiting for. 8meg again.

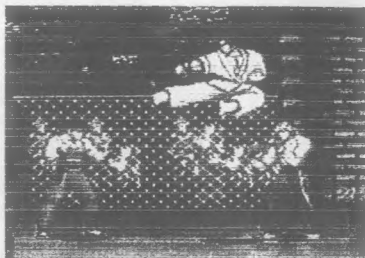
**HAL lab. :** From Hal laboratory is a RPG called Card Master on 8meg cart. The game looks very much like Sega's Shining of the Darkness as it's played in 3D, although characters you meet appear as 'cards'. Out around March, but you sure need to know Japanese to play.

**Konami :** Just as you read this, Konami's Contra will soon be available (if not available) released in Japan on 28th Feb. on 8meg cart. The game looks totally awesome and should be the top game for the machine by the look of the screen shots. The game have three options of play, 1 player mode, 2 player mode A - where the screen splits for each player on the top-down parts, and 2 player

mode B - where there's no split, like the coin-op. The game

features some great action including speeding along on a hover-bike, enter and drive a tank, battle an insect-like robot that jumps in and out of the screen (top-down mode), Scale girders and buildings, kill a rather nasty giant purple monster that breaths fire, cling onto a flying nuclear missile, and destroy an awesome - gi-normous mother craft... and this is only level four!!

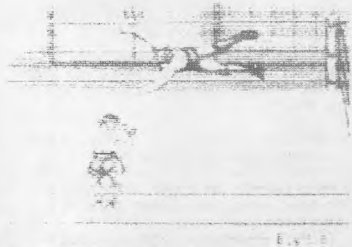
Konami's other game - Axelax, also looks amazing... infact looks like a coin-op game, with excellent graphics in all departments. Not only does the 3D sections look well impressive, the side-on levels look superb too, with one level set underwater like R-Type II with bubbles and brilliantly defined rock formations. Another definite MUST buy.



KONAMI'S CONTRA... OUT NOW!



A RATHER DARK HULK HOGAN IN W.W.F. SUPER STARS.



LAST BOUT... WRESTLER VS. TARI BOXER!

**NCS** : Ranna Nibunoichi 1/2 - the strange beat 'em up on the PC Engine will be converted to the SF on 8meg for release at the end of March, from NCS.

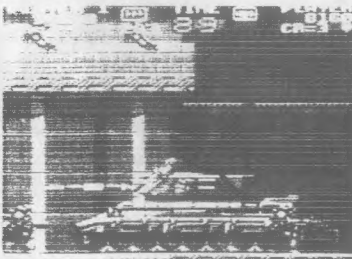
**Acclaim** : Acclaim has some top games for the SF. Firstly, there's Super WWF Wrestlemania and this looks mighty awesome. The game looks well ace because it has lots of digitised pictures of the wrestlers including interviews with Mean Gene, and the game graphics looks extremely realistic too... hopefully they animate well. However, all the fake characters are there including Hulk Hogan, Jake the Snake Roberts, Sid Justice, Hacksaw Jim Duggan, Ultimate Warrior, and of course the Big Boss Man. So practise your clotheslines, powerdrivers, and DDT. Out Sooooo!

There's also the yellow family - The Simpsons, in Bart's Nightmare, out soon around Easter. Bart must take on his most scary dreams from fighting off strange green sea creatures, and other wierdo stages... and you can expect the rest of the family to appear! This looks like Bart's best video game, so save up your pennies.

And lastly, there's William's rather awesome coin-op - Smash TV. Based on William's own Robotron game as you control a contestant in a mad match up of game show and blast-a-thon - where you basically blast everything that are out to stop you, and collect all the cash prizes and merchandise along the way. And then there are the big bosses! The game features brilliant graphics, and look identical to the coin-op... but how will it play?

**Seta** : Seta's F-1 Exhaust Heat should be out as you read this and it looks to be one of the better race games around... a sort of F-Zero but with proper Formula one cars instead. Unfortunately, there's no two player option. On 8meg + 64k SRam B+B.

Also from Seta is Nosferatu - and this is one ace looking game with fabuluous graphics. At first, the game looked to be a Prince of Persia rip-off, however, it's more than that, as you have lots of horrific creatures to destroy and/or avoid, including a giant two-head - fire breathing Hellhound!! This should give Konami's Castlevania a run for it's money! No release dates as yet!



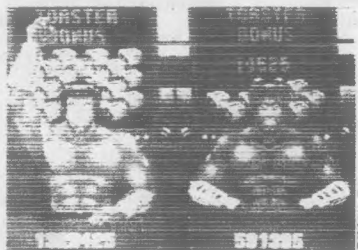
GUN FORCE FROM Irem.

be pleased to know, a Tetris variant is in the works for the SF. The game features different shaped blocks falling from the top of the screen, and you have to match up the shapes to form a rectangular shape like in Block Hole/Quarth where they will disappear. There's a two player option too. No release dates, but we'll keep you posted!

Out on 8meg around March.

**Toshiba/EMI** - First there was St. Dragon, then came Dragon Breed, and then there was a game called Syvalion from Taito, licensed to Toshiba/EMI... which, as far as I know, never appeared over here... maybe they couldn't pronounce it? Anyway, you control a golden dragon who can breathe fire, and must fly his way through the enemy territory burning all the baddies - avoiding all the bullets, enemies; lava pools, lasers, etc... Looks really ace, but will the SF be able to handle it... out around July on 8meg.

**Namco** : Namco's Baseball game is looking rather ace with some wicked cartoon graphics and should be out at the end of March on 8meg. Could it play better than previous baseball games on the SF we wonder?



SMASH TV

**Irem** : Irem's next game will be Gun Force, a conversion of their very tough arcade shoot 'em up adventure. The game's a sort of advance version of Green Beret as you play an armed soldier in a side-view blaster taking on the enemy soldiers, tanks, helicopters, and so on. The 4meg game should be available in around June-July.

If you're after a puzzle game, then you'll



## PC ENGINE NEWS



**NEC Avenue:** Well, blow me down, as NEC Avenue are to release a game - Bonanza Bros. will be out on Super CD-Rom in March. As the Sega MD version was only on a 4meg cart. and feature only a few levels, what NEC will do with the other few hundred megabytes apart from sound is any one's guess.

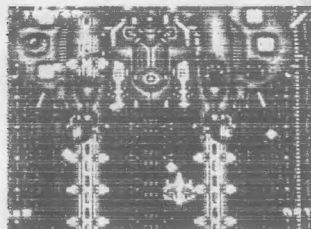
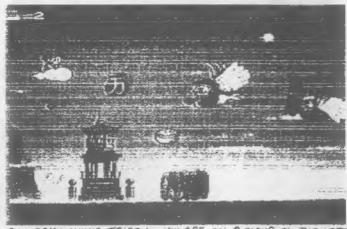
Also for March is Avenue's conversion of Capcom's Forgotten Worlds, again on Super CD, and this looks mega! The graphics are really amazing, and looks like they have done another Super Darius conversion here, as you'd be hard pressed to tell apart from the coin-op. The game will also feature all the levels, unlike the MD version, plus two player option and of course amazing stereo CD sound. A Must buy!

As for the other Avenue games, there's no news of Super Darius II apart from the fact that it will be one player only. There's no word on the long awaited Wardner. As for Rainbow Islands, it's 50% complete, so a long way off from release. No news on Mega Twins either.

**Taito:** After the rather ace Liquid Kids, Taito's next arcade game is 'Gokuraku Chuka Taisen'.... in other words 'Monkey'. The game is based on that silly Japanese series, as you control 'Monkey' on a floating cloud in a horizontally scrolling shoot 'em up. The game looks well ace, with lots of cartoon characters, big bosses, extra weapons and should be available on card in mid March.

Taito's next game will be a conversion of their old shoot 'em up - Tatsujin. The game will be on 4meg HuCard, and it doesn't look too bad either, but rather old now! No release dates on this however.

More puzzle games from Taito... who are to convert Game Arts' version of Shanghai, where you have a set of Mah Jong blocks laid out and must match them up to remove them. It should be out on CD-Rom as you read this. Personally, I didn't like this game, Shanghai is a lot better.



**Coconuts:** From Coconuts, they plan to release a puzzle game for up to four players, and should be released around May. The game is a sort of 3D version of connect 4 where there's a grid of standing sticks and you must tread beads onto them... and you score by having rows of beads in a straight line in any direction. On 4meg.

**Data West:** Data West's first game for the engine was Ray Xanber II on CD-Rom, a conversion of the FM Towns shoot 'em up. And what a rock solid game it is! However, Data West are back again, with a sequel - Ray Xanber III will be released in April on Super CD-Rom format. The game features six levels as you control the same ship with the mega thrusta and multiple weapons... and again some brilliant graphics, and super duper sound. Of course it's likely to be another tough one!!

**Epyx/Loricel:** One of the best games on the Atari Lynx is Epyx's Slime World, and it's to be converted to both the PC Engine and Megadrive. The game will come on 4meg cartridge for the MD for release in March, while the Engine game will appear on Super CD-Rom a month later. Both versions look identical and look real ace... so save up if you loved the lynx game. Incidentally, the game also features a two player option, although I can't tell you if it's two players on a single screen or if there is a split screen game. They are also to release an arcade adventure in the mario mould.

**Namco:** Remember this long red haired samurai on the right? Yep! He's back on another arcade adventure against his old adversaries, plus some new ones. As far as I can tell, the game stays in 'Large' format... and hopefully it will be a lot more playable. Namco will be releasing the game on 4meg card around April.

**Hudson:** After the excellent conversions of Ys I to III, Hudson has signed up the rights for Ys IV, to be released on Super CD-Rom... although work has only begun on the project. Hudson has done a deal with Falcom, and will also release some of their older titles like Mask of the Sun and other games released on PC computer format, and possibly future games by the company. We shall wait and see... hopefully, they will be converted to US format too... assuming NEC release the Super System card over there.

After the great success of Raiden, a Super CD version is being put together for release in early April called, what else but, Super Raiden. As it stands, it looks identical to the card version but of course CD music. Hopefully, Hudson will add a few extras to the game too!

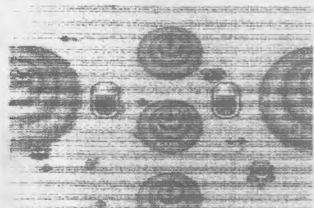
**Telenet:** The next chapter of the Valis saga returns to the PC Engine on Super CD-



Rom for the third week of March. Will it be any better now that it's got the extra memory... we'll have to wait and see!

**Human :** Human's Sports Compilation - Human Sport Festival on Super CD-Rom should be available as you read this, and features Golf, Soccer and Tennis. Fine-Shot Golf is played from top-down and looks real ace if it's as good as Data East's game. Formation Soccer - Human Cup '92 looks identical to the original although the teams have been shuffled - as Belgium is now the worst (hopefully, some of the extra features of the SF version will be incorporated), and Final Match is now ladies only! All games can be played up to four players too!

Human's next game will be a change, an RPG with some excellent graphics in both in game and animation scenes... if only we could read Japanese! Out on Super CD.



**Pack in Video:** From the company that gave you some of the worst games on the PC Engine - Pack-in-Video (Pack it in, I'll say!), comes two games. One is Hawk F-123 for release in March on Super CD. The game is a shoot 'em up, but there aren't any screen shots, so what type is unknown. The other is a puzzle game that looks very much like Taito's Puzznic, also on CD-Rom (normal). Can Pack in Video redeem themselves?

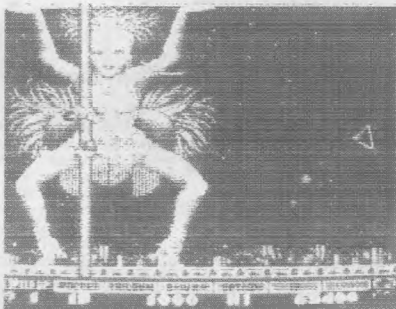
**Media Rings:** From Media Rings Corporation comes a vertical shoot'em up, and it looks real wacko! Out around March on 4meg card, 'Toilet Kids' has you playing a boy on a jet powered goose (or toilet duck) in a cartoon style blaster very much like Toy Shop boys. The graphics, not terribly terrific but features wacky enemy creatures... giant dragonfly, camels, flies, spiders... and lots and lots of Turd! Yep! Turd features throughout the entire game...

pyramids with turds on them, small and large dollops of turd in the rivers and lakes, turd fish, camels with turd humps... in fact nearly every creature has a turd on its head or/and throwing turd! Your heroes are armed with toilet brushes that fire/bomb green blobs to clean the land of nasty turds!

Media Rings are also to release a sequel to their car race game Zero Champ out on CD-Rom.

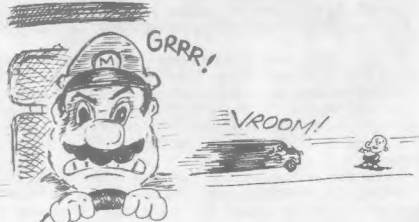
**Takeru :** From new comers, Takeru, they are to release a rather groovy looking arcade adventure in the Wonderboy theme for release in May on CD-Rom. Apparently, the game is a conversion of a 8-bit famicom title... so only time will tell how well it plays.

**Konami :** As you read this, both Konami games will be released - Parodius - the biggest HuCard game released, on 8meg, and Twin Bee on 4meg. Both look totally awesome, and should not be missed. But what else will they be converting? Unfortunately, the company is tight lipped, but it's very likely that they will be converting a lot of games on to CD format... which is a good choice considering that Parodius is so massive not to mention expensive! And Konami produce the best music around as well as gameplay, so music from the CD will be excellent. Titles which will most likely appear could include the Teenage Mutant Ninja Turtles.. a very likely CD version.. and one they could use the 4 player on, although unlikely: Xexex - Konami's most recent horizontal scrolling shoot'em up with wacky effects; Gradius II (Vulcan Venture) as you might expect; Vendetta - an excellent 4 player beat 'em up, much needed on the engine which could be a possibility as it has yet to be converted to any other format; Madara - a RPG which is very popular on the NES, and even Castlemania and/or Contra. We shall wait and see!! Check out next issue for a Konami Special!



PARODIUS -- SHOOT THAT DANCING GIRL...

CONTINUED FROM LAST ISSUE...



END 32

Cont.  
overleaf  
→

THE SAGA OF MARIO'S NEW CAR!

# MEGADRIVE NEWS

Strangely, not a great deal of new titles for the Megadrive that are not RPGs, adventures, and the like. It seems that, just because the Mega-CD has been released, most of the companies have decided to write for it, but NOT doing action arcade games! However, there are a few titles that should be worth checking out, mostly from the Yanks

**Data East:** Crude Busters is looking great... it really shows that when it comes to conversions, Data East are extremely good - unfortunately, they don't do very much - you only have to look at the PC Engine. However, all the coin-op seems to be present in this 8meg conversion as you control Wham & Krak against all the bad doods... hopefully all the speech and whaky sound effects are present... out in March

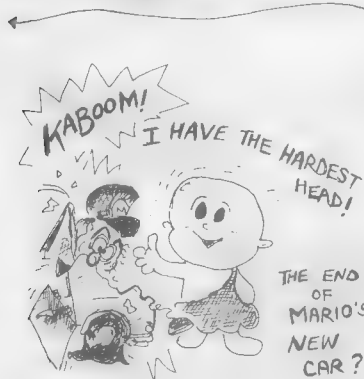
They are also to convert Side Pocket to the MD... well... do you really want it I ask? If it's as good as the PC Engine game of pool, then possibly.



ARCH RIVALS - CARTOON STYLE BASKETBALL

variant - Rampart. Again this looks as good as the coin-op, and on 4meg, out around June

Also from Tengen - there's RBI 3 and 4 (Baseball games), Road Riot 4WD - a sort of Buggy Boy style game as you race round a course full of obstacles against other beefy big wheel vehicles (another coin-op conversion), and Steel Talons - a flight simulator of sort where you take control of a helicopter gunship. The latter games are unlikely to appear until around October



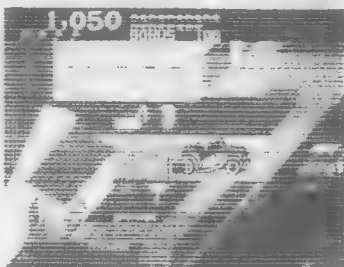
## Flying Edge :

Flying Edge (the MD label of Acclaim)

have a number of titles in the works for the 16-bit machine. These includes Arch Rivals - a rather cool basketball game, Ferrari Grand Prix - more F1 racing, George Foreman's Boxing - anything is better than Taito's Final Blow!, Bart Vs the Space Mutants - The Simpsons in their rather good arcade puzzle adventure, Krusty's Fun House - a platform arcade adventure, Smash TV - crazy blast 'em up, and Terminator II - rather cool and difficult action game (check out full review of Gameboy version next issue!).

**Atari/Tengen :** Atari Games/Tengen Inc. have a line of games for the Megadrive. First up will be Paperboy - that old game of delivering papers to houses on your BMX. The game looks as good as the coin-op and will be on 4meg and available May-June

Another coin-op conversion is that strange war game/tetris



PAPERBOY - CRACK THE PAPERS IN THE WINDOWS

**Microprose :** The company that brought you some of the top computer simulators are to release a few of their computer titles to the MD

The game in the works are F-15 Strike Eagle II - a real top class action packed, flight simulator; Railroad Tycoon - a sort of railway manager game with a touch of Sim City, and Solo Flight - one of the first flight sims around... there's no combat, but you can deliver the mail!

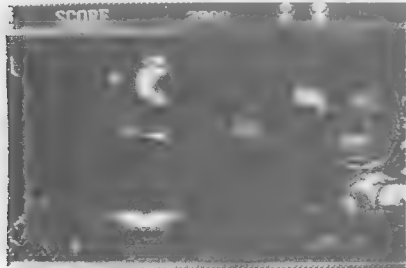
**Hot-B :** As you read this, Hot-B's Steel Empire will be hitting the streets. Steel Empire is a horizontally scrolling shoot 'em up in the usual theme of flying left to right and blowing up all the baddies that come in range from all sides, and collect all the extra weapons along the way. The game features some slightly different touches like the ability to fire forwards or backwards, and more than your fair share of giant ships to blow up... not to mention the bosses!

**Varie** : Varie have F1-Hero MD on 8meg. for an April release and looking real ace. Viewed like Monaco, in the cockpit of your car - but there is a two player option, so you can race against a friend as well with split screen! A Must if it's as good as Super Monaco GP

**Sega** : From Sega, they are producing a game called Kid Chameleon - a side on arcade adventure. This looks like any other game but it is real huge, and has some new features to a game. Your character can gain boxes containing different hats that changes your hero. Wear a ice-hockey mask and he becomes Jason of Friday the 13th and armed with axes to throw at his enemies. a space helmet and he's armed with a ray gun and an eagle head lets you fly around! Each of the hats are of course useful to overcome different parts of the game. Looks rather cool! Should be around in April. This game is also the first to be release simultaneously world wide. Sega a hoping to clamp down on grey imports by releasing games at the same time in the US, Japan and Europe. This should be a good thing as it means games will be in english - but I don't see Sega being able to do this especially as there are too many games containing Japanese - and it'll take them some time to convert!

Sega also have in the works - Super Shinobi II - the sequel to the highly successful game, Captain Planet - rather tricky platform arcade adventure. G Loc - Afterburner with extra trails. Ninja Gaiden - Out on just about every format now. Super Monaco GP II. Turbo Outrun. Joe Montana Football III.

Not much on this - but Sega have a cute arcade action game in the works featuring a small kid wearing a large hat and cape too



**Compile** : When it comes to up-screen scrolling shoot 'em ups, Compile are the tops with hits like GunHed, Spriggan and Musha Aleste. Well, Compile are producing another for the MD - and like their previous games - you control a robot figure.

but this like it will appear on CD-Rom format. The game looks real hot and should be available around April - a definite MUST but for all Mega-CD owners considering the lack of good software for the system at the moment. Hopefully, the animation between levels are better than that of Spriggan on the Engine.

**Namco** : There doesn't seem to be anything planned from Namco apart from Splatter House Part 2 mentioned in the last issue, which looks well ace.

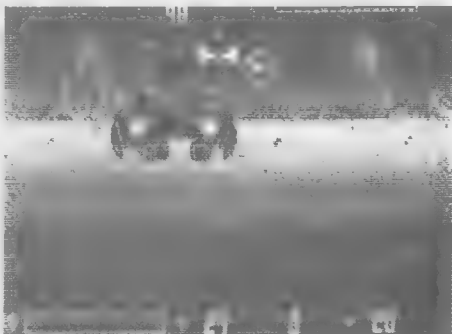
**Sunsoft** : Sunsoft, the license company, have Batman. Return of the Joker, Lemmings and Superman in the works. Batman game was different on the NES and MD - it could be a

The first was rather cool on the NES, but as the original Batman game was different on the NES and MD - it could be a different game. Lemmings - well, it should be as good as the SF version - hopefully with music as good as the Amiga As for Superman?

**US Gold** : The UK company have a number of titles for the MD too, including The A-Team - I can't wait (!?), Indiana Jones III - should be worth getting if same as the PC. Olympic Gold - track and field - ypee! Strider II - if a conversion of the computer version - forget it!, and World Class Leaderboard - Can it beat PGA Golf - probably not! US Gold are also to convert Kick Off II to the Megadrive (courtesy of top programming team Tiertex (a company I worked for once!)) - so it's unlikely to be that good!

**Electronic Arts** : EA produce some of the best games for the MD - and soon will have Black Crypt - a brilliant Dungeon Master clone (we give you the low down next issue). Buck Rogers (full review next issue). Desert Strike - a great looking helicopter action game. One on one - old favorite basketball with bird and Jordan - and Powermonger - my favorite game of all time.

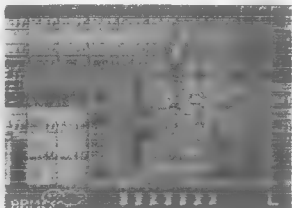
**Razorsoft** : The wierd company are to release Death Duel - a futuristic 3D shoot 'em up. Storm Lord II - more of the same. Pigskin (!), and Vampire Killer (!!)



# GAMEBOY NEWS

Not a great of stuff for the gameboy either... however there are from...

**Gametek** - This company are really getting behind the gameboy with some serious software for the machine. They have on offer - Personal Organiser, Japanese English Translator (could be real handy!), Germany English Translator, Personal Organiser II, and Prophecy II. Also available is a hardware add-on soon to be released - a keyboard! Yep!! This mini keyboard is the size of the gameboy itself, but not as wide of course with rubber specky keys. Whatever will they think of next?



**Bulletproof Software** : The guys that brought you Tetris have just released both Hatrix and Faceball 2000 (the latter we have just got, see next issue for a FULL review of the midi-maze game).

**Irem** : Irem have produced many games for the GB, but their next will be that fun packed arcade game, Hammer'n Harry. This should convert well to the mono machine.



TERMINATOR 2 - LEVEL ONE IN THE PG

**LJN** : LJN have a number of games in the works - just released is Terminator II (again, another game we have just got - check out next issue), Beetle Juice which have just been released too, and Spiderman II - hopefully it's better than the first game which I can't say I liked.

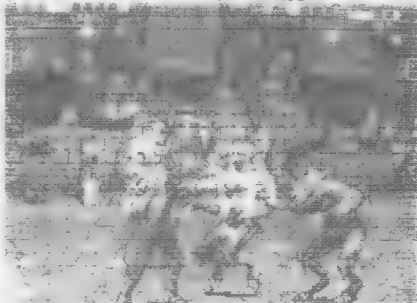
**Epic** : Spielberg's Hook game will be out in March, and is looking to be a game worth checking out.

**Capcom** : With the recent release of Megaman II (we still haven't got this game - has anyone?), Capcom are to release The Little Mermaid too for the GB

**Sunsoft** : After the pretty Batman, Sunsoft are to soon

release the sequel too. I can't wait! They also have a game called Blaster Master Boy II?

↓ BELOW : MUTATION NATION ON THE NEO GEO



## NEO GEO NEWS

The best looking Neo Geo game coming out is Mutation Nation - a wicked looking beat 'em up from SNK. Like other Neo Geo games, it's a two player game featuring excellent graphics. The city has gone crazy - and all the people and creatures have been mutated - you must take 'em out!! Certainly a must if you own a Neo Geo!

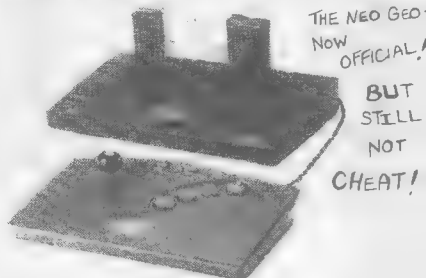
## GAME GEAR NEWS

Rather quiet on the Game Gear too... there just aren't enough companies supporting the machine. Not to mention, only Sega are the top guys producing decent stuff for it.

**Tengen** : From the Atari stables - comes a number of arcade conversion for the sega machine including Marble Madness, Popils and Rampart. Out of these, Rampart looks to be worth getting if it's linkable!

**Flying Edge** : From Acclaim's stable there will be George Foreman's Boxing & Bart vs the Space Mutants.

**Virgin** : With the brilliant Prince of Persia on the Gameboy, you'd expect it to be converted the the GG, but there doesn't seem to be any plans. but they do have Double Dragon, Mc Kids, Robin Hood and Super Off-Road in line. Again, the latter game should be great if the link is used, but considering how small the cars were on the big screen...



## E.B. PROFILE:



**Name:** Dan the woppa man

**Age:** 19

**Gender:** Yes please! er what?

**Fave Console games:**

Salamander (PC Engine) - Groovy!

Super Darius (PC Engine/CD Rom) - A game I never tire of

Bomber Man (PC Engine) - Brilliant with 4 or 5 players

Mercs (Megadrive) - Brilliant! Better than the coin-op

Thunderforce III (Megadrive) - Shoot-em ups don't come much better

Devil Crash (Megadrive) - The best pinball game around

**Fave coin-ops:**

Street Fighter II - Absolutely unbeatable with two players

Darius - As console version

Salamander - As console version

**Fave Films:** Enter the Dragon - Brucey at his best!

Blade Runner - Brilliant atmospheric film with amazing music

The Holy Grail - Dead funny

Robocop - You're gonna be one mean mother \*\*\*\*!

Too many others to mention!

**Fave music:**

Pitch Shifter - The best man!

Napalm Death - O.K. so some of it's crap but they've done some damned good stuff

Paradise Lost - D.tto

**Fave Clothing:** Bermuda Shorts

**Likes:** Playng Engine games. Stuffing my face with chocolate. Pizzas, going to the pub, going to the arcade, paintball, trashing Lee Scum at Street Fighter II (or anything else for that matter)

**Dislikes:** getting up in the morning, being in debt, being made redundant, Mean Machines, Hitting my overgraft limit at the bank, being bitten by Lecter

**When nobody's looking I like to:**

None of your sodd'nq bus'ness!

**My greatest ambition is:** To perform open heartsurgery on Lee Scum

**Fave Saying:** Attack me if you dare, I will crush you! no no perhaps You've got a lot to learn before you beat me, try again Kiddo! (An in-joke, you understand)

## GOLDEN AXE II

Megadrive by Sega - 4meg - Supplied by Console Concepts

Golden Axe II well what can I say? It's a beat 'em up - and basically plays the same as the original game. A few years have passed since the last adventure, but the three warriors of the original are back to save the land after the Lord of Darkness, Dark Guild, and his nasty buggers have reaped the land once more. You must trek forward, slay the evil ones, collect food and magic potions, and generally make a right nuisance of the enemies plans. Nuff said!



Fighting Masters, so I'd expected something spectacular from this sequel!

Unfortunately, Golden Axe II offers very little new to the old game. The three character are there again, although each have a new move. This is not an improvement, as a move from the original is missing, ie the dwarf's rolling slash is gone, but he can now stab his axe in the ground and swing around taking baddies from

either side with his feet.

The gameplay plays the same, in fact apart from the graphics, the different extra moves and magic the game could have been the original! The graphics are pretty awful in most places - poor defined and lack of colour - although the characters are pretty good. Sound wise it's very much like the original Axe - rather low thumping tunes with an eerie feel and average sound effects.

However the game is slightly tougher with more creatures charging at you and requiring more hits. But overall Golden Axe II is not a great improvement over the original. In fact, I prefer the older game, there's a lot more variety in the backdrops! Sega really should have done better - maybe some boulders to dodge, giant snake to nack down, spikes that poke out of the ground to avoid, or may be some double action moves like in bare Knuckle could have been used! As it stands, average game but not worth getting if you have the original - unless you're a real fan and can't get enough of the action!

**Visuals** - 75%

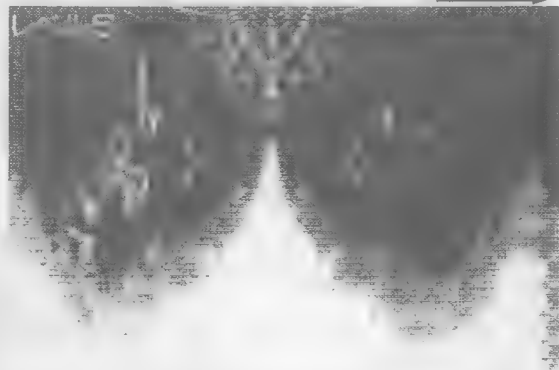
**Audio** - 74%

**Playability** - 80%

**Lastability** - 70%

**Overall** - 75%

YEAH!



Tyre lets rip on her most powerful magic! Well, never leave your Dragon at home!!!





**Dan:** The original Golden Axe is one of my favorite beat 'em ups, and so I was rather looking forward to playing this

sequel. And is it a disappointment? Well, there seems to be a lot of disagreement over this game, but I reckon it's pretty good. True, it's not a great deal different, but improvements have been made. The player sprites have been redrawn and recoloured, and now look a lot better. The enemy sprites are much more imaginative than the original and the backdrops are a hell of a lot better. Sound wise things have been improved too. Whilst the original had rather average music, the sequel has some fabulous tunes which suit the game perfectly. Gameplay remains largely unchanged (bar a few changes such as the improved magic system and the way you can throw meemies at each other a la Final Fight), but then again, who cares? The original GA was such a great game that more of the same is no bad thing. As I said, there seems to be a lot of disagreement over this game so I would strongly suggest you try before you buy, but GAI! certainly gets the thumbs up from me.

**Visuals** - 89%  
**Audio** - 91%  
**Playability** - 90%  
**Lastability** - 85%

**Overall** - 88%



## TOKI (Legend of JuJu)

MEGADRIVE BY SEGA - 4MEG - SUPPLIED KRAZY KONSOLE

This is a conversion of the coin-op game Toki... but like Taito's New Zealand Story, the levels aren't the same as the coin-op! The story and game-play remains the same - your girl has been kidnapped, you are transformed into a monkey by a strange wizard, so you set off to save your love one and destroy the wizard thus breaking the spell on you.

Juju or Toki the monkey, is a side-on scrolling arcade adventure. You can walk left and right, duck, crawl, jump, swing and climb on ropes, etc. and fire small blobs from your mouth. To get through the level, you'll have to negotiate the obstacles - moving platforms, spikes, crumbling rocks, exploding statues, etc. and then there are the nasties - armadillos, other

higher... all these last only a few seconds.

There are also gold coins to collect and extra lives, and once you reach the end of the level, you'll have to defeat the boss!

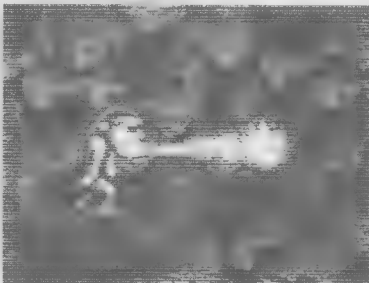


**Onn:** I quite like the coin-op game and have completed the excellent Amiga version and was very surprised when the MD game was totally different in the level layout which I suppose is good especially if you've

completed the original.

Graphically JuJu is rather poor and nowhere as good as the Amiga version. It's less colourful and not as detailed. But all the same not bad. Sound however is great, with tunes identical to the coin-op, and sound FX to match.

As for the game-play, it's ace. The levels are designed well, requiring lots of strategy. Skill and is very playable and fairly addictive. And with eight levels and slightly easier than the coin-op (but still very tricky), it's a game you're going to take some time to complete but not that long. Overall, JuJu is worth considering, it's one of the better coin-op arcade adventures in the Wardner style, so if you like that then this is definitely for you.



monkeys, turtles, birds and bats, and so on.

Along the way, you can collect fruit for points and useful items - different types of weapons including big blobs, flame, and three way fire, plus invincibility stars, and shoes that lets you jump

**Visuals** - 78%  
**Audio** - 85%  
**Playability** - 88%  
**Lastability** - 85%  
**Overall** - 85%



## STREET FIGHTER II

E.B.  
STRIP BY  
ONN



I'M RYU...  
MY DRAGON  
PUNCH IS  
THE MOST  
POWERFUL!



**DOLLS** - Defensive Offensive Lethal Liberators are special-use industrial cybernauts. Once designed for building Satellite colonies but are ideal for fighting as they could move quickly and flexibly like humans, but were much stronger, and could be steered from control site on Moonbase

In a one player game you'll have to complete two missions, in a sort of Vigilante style game as you move left to right, avoiding traps and small robots. Mission One comprise of three stages, and you start with a Doll with a limited amount of attack moves, plus a jet pack. Should you touch anything without pounding it then down goes your energy, although extra energy icons are scattered around. Reach the end of a stage, and you'll face other Heavy Doll. In the first mission (Training), you must take the robot out before it takes you out... succeed, and your robot will gain extra attack moves.

In a two player game... it's more like Street Fighter as you each can pick a robot from 6 and try to beat each other up in the best of three rounds. Moves includes punches, arm throws, backpork, pile driver, and fire missiles. Moves are performed in a similar manner to Street Fighter II in that, depending on how far or close you are to opponent, a certain move

## HEAVY NOVA

MEGADRIVE BY MICRONET - 8MEG - SUPPLIED BY CONSOLE CONCEPTS

is preformed ie, from a distance tap a button and the Doll will fire his missiles while up close and it'll go for a punch. However each move is also dependant on power - you can only preform a pile driver and fire missiles with full power while a throw can be preformed with no power at all



**Onn:** So what's the cartridge version like? Basically, it's the same apart from the CD music!

Control of the robots is quite difficult as they don't react instantly to your moves. In a one player game it's rather boring as making your way through the stages is too repetitive - smash a few robots, avoid the mines ZZZzzzzz and the bosses at the end are real tough - especially as you don't get extra energy! In a two player game, it's more fun, but it still suffers from the awkward movement of the robots. Sometimes they get up from the ground facing the wrong way and of course opens up for your

opponent to punch you in the back. And there are very few robots to choose, all of which are too similar. Graphics are rather bland - in the dark metal look - and the robots, apart from the naff Troll robot, looks all the same with slight difference in colour and don't animate that well. Sound - they are rather average music, and the usual sound FX - although the clanging of metal is real neat.

Overall, Heavy Nova is a

players happen to be playing. On one player mode, the game is a real dead loss. Apart from the very unexceptional graphics and sound, the game itself has nothing to really keep the player interested. It's basically just a case of strolling along, kicking the odd robot, jumping one or two landmines, ducking swinging ball-things, etc. and it's just not interesting. Every so often a boss robot comes along for a quick scrap, but this is even more boring as they are very unimaginative fighters (the first boss favorite tactic is to stand still, punching repeatedly. Yawn!).

Heavy Nova with two players is rather better.

Basically it's a Street Fighter type one-on-one beat-em-up, not nearly as good as SFII, due to the slowness of the robots and the fact that fights tend to become very one sided after one robot has been downed



rather average beat 'em up, and offers not a lot to warrant you to rush out and buy. Treco's Fighting Masters is a lot better on the one vs one front, and even the original Golden Axe has the edge on the action game bit not to mention the Duel!

a few times

Overall, I would say that if you really love one-on-one beat 'em ups and have a friend to play against then Heavy Nova is worth a look. Otherwise, forget it.

The playability and lastability rating below are for the two player game, one player would be considerably less

Visuals - 65%  
Audio - 75%  
Playability - 70%  
Lastability - 60%  
Overall - 70%

Visuals - 70%  
Audio - 70%  
Playability - 80%  
Lastability - 50%  
Overall - 70%

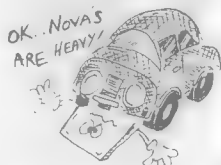
SEE  
CD-ROM  
REVIEW  
LATER  
ON!



**Dan:**

Heavy Nova is another one of those games in which the enjoyment

derived from playing, varies a great deal depending on if one or two





# ZELDA - THE MAN BEHIND THE GAME!

## The Making of 'The Legend of Zelda'.

**This interview was conducted with none other than Shigeru Miyamoto, a top ranking games designer.**

**Interviewer:** The games 'Legend of Zelda' and 'Links Adventures' have been around for some time. But it seems to me that as they were both released on disk, (Nintendo disk system) that their circulation was not that great, and to be something completely new.

**Miyamoto:** Yes, it's been 5 years since Zelda (1) was released. But both Zelda 1 and Link are doing well over in the States, so good in fact that sales wise, they are in the top ten games.

**Int:** Would that then mean that expectations of Zelda to be released on the Super Famicom (NES) are very high? And when?

**Miy:** Yes, and around Spring time this year.

*\* Note: When I mention Zelda 1 in this interview, I refer to Zelda on the 8-bit NES.*

**Int:** Is Zelda the same on both the Super NES and Super Famicom?

**Miy:** Well, at the beginning, we thought of 'doing it up a bit', you see, Zelda (on the Super Famicom) uses up all of the 8megabits in the cartridge, and to accommodate the extra data for things like text having to be modified, translated, we estimated that we needed an extra megabit's worth of memory in the cartridge for the Super NES version. This also meant that we now had some space (memory) left over, so the 'left over' ideas from Zelda 1 were the ideal things to squeeze into the game.

Super Famicom itself and Super Mario World (when news broke about the SF in July '89 they did say that Zelda was to be released together with Mario).

**Int:** A bit of miss planning?

**Miy:** A March release was planned for 91, but the project dragged on, and it finally ended up being a Super Famicom first anniversary release.

**Int:** How many people were working on the Zelda project?

**Int:** So basically, the small team works it out and when it needs a bit of help, or runs into trouble, you add more workers?

**Miy:** Well, it's rather like we get the small team to work out a rough draft plan or picture/idea of what the game would be like. Then we refine this work into a game with a big team. From experience we found that in the initial stages of making a game, you don't need large numbers of people because it's just rough work and experimenting.

**Int:** Why did you decide to call the game 'Legend of Zelda'? This is the same name for the game on the 8-bit famicom. Wouldn't this lead to confusion?

**Miy:** At first we came up with all sorts of titles, like 'The New Legend of Zelda' or 'Gannon Strikes Back' but basically it's Zelda on the Super Famicom. So we decided not to change the title.

**Int:** What kind of things did you have in mind when you were planning the game?

**Miy:** We wanted to improve on all of the short comings on Zelda 1 and throw in a couple of new ideas that we had left out. Overall, I don't think that Zelda 1 was our best, we could have done better.

**Int:** How's that?

**Miy:** Because of limitations imposed by the Famicom (8-bit) in terms of graphics, etc. we had to program the game in such a way that most of the time, the player had to imagine things. So for example, during the game there's a sequence where there is disappearing water. We in fact used the same sprites as trees and coloured it in blue.



**Int:** So what happened?

**Miy:** In the end, we managed to fit the english version on the 8Mbits so both version should be the same.

**Int:** When was the original planned release date for Zelda?

**Miy:** Actually, we were hoping to release it simultaneously with the

**Miy:** Here at Nintendo, we don't get a huge number of people to spend long fixed hours to work on a game. First we start off with a handful of people who work on it for about a year, then add more people as it progresses and then take about another 8 months before it nears completion. So we started to work on the project with large numbers of people in november '90 on Zelda

so that it looked like water!  
The Super Famicom version should have more sense of reality to it!

**Int:** I see!

**Miy:** Also I think Zelda 1 started off the genre of Sword and Sorcery, which is quite popular now-a-days with RPGs like Dragon Quest IV. Ys I II, if etc. and the fact that you could save and load was also new. Other original ideas like the ability to buy items, etc. within the game and having to solve complex mazes made the game very unique. But it's been 5 years since its release and those ideas that were original and unique then, are now the bog standard for any RPG type game. But we haven't tried anything new this time, and that's that.

**Int:** Why have you changed the way that Zelda swings his sword?

**Miy:** Because we had improved our graphics, we thought that we had to improve the way that Zelda swings his sword.

**Int:** I also think that the high speed you can get by press button 'A' was real neat.

**Miy:** Yes, we had a similar system on the RPG 'Mother' on the NES. We thought of using each of the buttons on the joystick to perform a different action or combinations to get different moves. But we decided to abandon this because users might find this awkward and make the game a 'hassle' or bother to play.

**Int:** How would you describe Zelda?

**Miy:** A kind of adventure game that's got an RPG feel to it or RPG with some action touches to it.

**Int:** Isn't Zelda one of those games where you complete it once and it's dead easy the second time

around?

**Miy:** On average it takes about 40 hours of play to complete it first time around. The fastest record time at Nintendo was 5 hours!

**Int:** In RPG's like Ys I II, where there's an order in which to do things and once you've missed something out it could mean that you are stuck for ages before solving the mystery or correcting your mistake. How's Zelda?

**Miy:** We've made it as easy as possible and in the game, you can't take alternative routes to completion, so for



example, you won't come across a blocked passage where you can't progress further even if you have forgotten a certain item earlier on. There would not be alternative routes or solutions for problems like this. If we know that gamers would not like an order or pattern in which things happen, and they wouldn't mind even if it took them close to a year in completing it, then we might have made the game much harder.

**Int:** Well the sense of accomplishment after spending one year to complete a game could be very satisfying.

**Miy:** Yes except, when you take out the order in which things come,

messages which crop up now and then in the game would have to be altered because if you read message 4 before message 3, it won't make sense. Adjusting for messages could mean that it would take up one and a half times the original memory space.

**Int:** Apart from the fixed order to the game, what else is new?

**Miy:** Well, you can destroy walls by the means of a bomb.

**Int:** Is this where walls have cracks in them?

**Miy:** Actually you can break walls that haven't any cracks if you hit the wall with your sword, you should hear a metallic sound. But sometimes you'll come across walls which give a hollow sound.

**Int:** Rather like treasure hunting because the player would go around looking for destructible walls and seeing what behind them. Is it true that lots of brilliant ideas were dropped because there simply was not enough space to fit them all?

**Miy:** Yes! But then again, we were not going to sit around doing nothing because all the ideas wouldn't fit into the given memory space so we dropped the average ideas and picked the best.

**Int:** For example, what?

**Miy:** When you use fire in the field we could have made the fire spread on it's own, etc.

**Int:** Sounds original, any others?

**Miy:** Or where you use a shovel to dig a canal and then destroying the lake boundary so the water seeps into the canal.

**Int:** Ideas seem to be overflowing. Seems to me that programmers have an infinite supply of ideas.

Any plans about future productions?

**Miy:** Yes, I think something along the lines of 'Pilot Wings'. I think that the play time is not only when you actually play the game but also includes the time when you are actually thinking about it. So, I want to make (or like to make) games where gamers think. Oh when I get home I want to play X.

**Int:** So you haven't got any definite plans for any releases?

**Miy:** No but don't worry we'll never run out of ideas. New genre's could very easily be created.

**Int:** Any games similar to Zelda to be released in the future?

**Miy:** How about 'Link's Adventure' on the Super Famicom?

**Int:** Thank You!

## \* A Note on Shigeru Miyamoto.

In the console industry, when a piece of software sells more than 10,000 copies it is considered a hit! But most of the games that Mr Miyamoto's been involved in have sold over 100,000 copies worldwide. There include hits such as Super Mario Bros., Legend of Zelda, F-Zero, and Super Mario World.

He says 'Well, it not me that's doing the actual programming, but as director, I have to pressure my staff if we are to get any work done. I feel sympathetic towards over-stressed staff having to be pressured even more but because of Nintendo's obligation to provide the best for it's customers, I feel I can use this pressure in a positive way, and to maintain our reputation'.

Instead of stating blunt deadlines to which staff work their heads off to achieve, Mr M. constantly harasses and drives on to keep the staff going. Is this the secret of his success?!

# DRAGON SABER

PC ENGINE BY NAMCO - SUPPLIED BY RAVEN  
GAMES LONDON

After the excellent Dragon Spirit, Dragon Saber, the sequel takes the original game, added an extra two player option, improved the graphics and sound, added extra weapons, more varied enemies, and generally made it more tougher! And that's basically what it is! So read on if it's worth getting!!

enlarge and circle the screen, a fiery dragon, spongy plants that suck you in, and so forth. It also has a few special effects like screen shaking, sine wave wobbling, asteroids that come out of the screen. 'Awesome' style Sound is good too, starting with a remix of the



**Onn:**  
Dragon Spirit is one of the first vertical scrolling shoot 'em ups on the PC Engine, and still

rates highly amongst these types of games.

I thought, when I got this game, that it will be just like the original... but was I wrong? Dragon Saber is one tough hot cookie! I first played the game on normal stage and only managed to reach level 5. Dan popped over, and we played a double game set on easy with 9 dragons each, and we could only reach stage 7, with all credits!

The graphics are extremely well defined with great looking landscapes... rippling water, shaking volcanic stage, lovely flowery plant stage, etc., and the sprites are ace too with well defined creatures, dragons that fly low and then

original Dragon Spirit tune to some funky and eerie ones - especially ace! one that starts off like the 'Halloween' theme! Sound FX matches the tunes and fit well in the game.

The game vary a great deal from level to level stage 1 is like the original, but other levels have you dodging fireballs, zooming down an alien-lined canyon, fly between moving ice spikes, and in the skeletal remains of a rather g-normous creature with ribs that close in on you!

Overall, Dragon Saber is an excellent game, the extra power ups are great too and so is the inclusion of a beam-up weapon, and I must recommend this to all shoot 'em up fans.

**Visuals** - 92%  
**Audio** - 91%  
**Playability** - 90%  
**Lastability** - 90%

**Overall** - 91%



# THE ADDAMS FAMILY

GAMEBOY BY OCEAN - SUPPLIED BY CONSOLE  
CONCEPTS



The Addams Family has been evicted! To save their home from Tully Alford, the family

attorney, who is after the family fortune - Morticia, Lurch and the rest have gone to the house to reason with him. But when Gomez arrives, his family are missing!

The game is a side-view arcade adventure, as

can turn Gomez into a superhuman Wolfman so he can travel more quickly and make large jumps. Drac potion transform him into a flying vampire, plus hearts to increase health, plus powerup weapons. But watch out for the nasty creatures and traps!

Graphically, the game's not bad for a gameboy. . . quite detailed and nice animation, but not a par with Konami or Capcom. Sound is pretty cool with the Addam's theme playing and good FX. As for playability, hmmmmmm it's not bad, but there is very little to do in the early stages,

which makes the game very boring at first. . . not to mention very tough with creatures attacking you from all sides. . . and re-appearing once you've disposed of them very annoying! The game is huge and complex!



GOMEZ FACES A BIG NASTY HMMM

Gomez, you must save your loved ones, your home and your wealth. You'll have to watch out for scary obstacles like falling spikes, freighting monsters and ghosts, and you'll need to look for clues as you search for your family in the house and around the grounds.

You will acquire various items along your route that will assist you throughout the game, your objective is the defeat Tully and rescue all the family members. Pugsley has left Gomez potions in certain areas to assist you. These potions

have to say I wasn't too impressed, and I can't really recommend this. Only for die hard platform adventure freaks!!

**Visuals** - 80%  
**Audio** - 85%  
**Playability** - 65%  
**Lastability** - 65%

**Overall** - 65%





# A CD is worth

**Onn Lee heads down to the 'Seedy' dungeon of E.B. towers to see what all these things are about.**

Compact discs have been around for some time... in fact, most households have a music CD player of some sort... the old vinyl L.P.s are gradually sinking into their graves... so it's not hard to consider that CDs are a good thing for computers/consoles.

## CD-ROM

The first CD-Rom was produced by none other than IBM for use with their computers using MS-DOS, and a new standard for it was established under the International Standards Organization (ISO) 9660 guidelines.

Apple also stepped into the CD-Rom sector, but they developed their system - but as MS-DOS was more widely used, they also decided to support ISO 9660 standards, so Apple computers could read both.

Although there's a standard, ISO is very loose and only defines how data should be stored in terms of blocks and pits, so you can't use a disc from one manufacturer's machine in another's. Hence, you can't load PC Engine CDs on a Mega-CD.

An average disc holds around 600Mb... around 250,000 pages of text... or around 100 million words! Of course, pictures takes up a huge amount of memory so more pictures and the 600Mb drops faster. To get more on a disk, data could be compressed, but as yet, this is not used as decompressing text is fairly fast, but pictures are something else... slow!... well, until NEC gets their system up and running for

the PC Engine (see JPEG, MPEG, MMP-1).

This is why normal CD-Rom can't produce full screen full motion video. To get it, you require a minimum of 12 pictures per second for smooth animation, and 600Mb would only give a few minutes of this without compression and this without text or sound.

## CD-ROM XA

CD-Rom XA is slightly different - devised by Sony, and taken up by Philips... XA stands for Extended Architecture. Data is stored differently from a normal CD-Rom, and extra hardware is used which can handle partial screen video running at around 15 frames per second with text and audio. And with compression, around 10 hours of speech, or 2.5 hours of high fidelity music on a disc, compared to around an hour of music on a normal CD.

It's expected that the new CD-Rom for the Super Famicom will be XA compatible, so will have the edge over the Engine's and Megadrive CD units.

## CD-I

CD-I or Compact Disc Interactive was developed by Philips, Sony and Matsushita... and betters XA with full screen full-motion video with text, graphics, and audio.

CD-I however is a stand-alone unit, every thing in one box, no extra computer or console required. The machine is centered on

the Motorola 68020 chip (so, it's difficult to see the Super Famicom CD-Rom to be compatible unless they stick in such a processor - CD-I on the SF's C.P.U.... Phwarr!

There are a number of CD-I machines on the market at the moment in Japan and the US, from Philips, Sony, Panasonic, etc. and there are a number of CD-I titles including The Palm Springs Open (a rather cool golf game), A visit to Sesame Street (Education with the muppet gang), Cartoon Juke Box (Music), and Maps of the world and such like. Unfortunately, the CD-I systems are expected to sell for

around \$1000 (US).

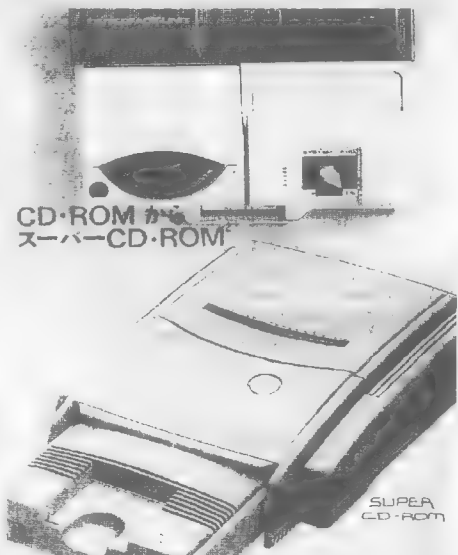
## JPEG, MPEG, MMP-1

What are these about? Well, the first two are ways to achieve still and video compression for CD-Roms.

JPEG stands for Joint Photographic Expert Group, and can compress a 24 bit colour still to a 5:1 size in memory without the loss of quality, although it's possible to reduce it to a 150:1 ratio with quality is not 100% perfect.

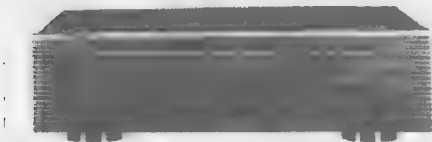
MPEG - Motion Picture Expert Group, deals with moving pictures although this is not ready yet.

However, NEC has a new piece of kit called CD-Rom Multi Media Player (MMP-1), a version of NID (New Technology Display).





# a million words\*



NEC MMP-1

NID was shown to the public last year, and is able to pack more data on a standard 5" CD, but the NID was a rather large piece of kit - MMP-1 however is considerably smaller. This new unit, with data compression, can pack 60 minutes of broadcast quality full motion video - quite outstanding when without compression - only a few seconds was possible. NEC has the machine up and running and has an RPG game already on the system played using a PC Engine type control pad. Hopefully, NEC can produce a very cheap add-on of the MMP-1 for the PC Engine, or maybe it will be a stand alone unit.

## CD-I - The Hardware

As mentioned, a number of manufacturers have developed prototypes of their CD-I machines, but one unit is now available - Philips' Their machine, called the CDI-910 is currently in production in the states. It can play both 3" and 5" CDs - standard CD-Audio discs, CD+Graphics, Photo CD discs (Kodak), and CD-Rom-XA "bridge" discs. The latter is the one Philips is developing for use with the Nintendo Super Famicom, therefore when software developers are considering producing software for the

Philips, they have another market to consider, with the SF.

The 910 has 8megabits of Ram, 64Kbits of non volatile Ram (for saving scores, places in games, etc.) plus 4megabits of built-in Rom.

With Panasonic, Sanyo, Sony and JVC (Victor) developing the same type of system (they already have prototype machines as seen at the Tokyo Fair last year), CD-I is sure to be a success. On the games front, Nintendo are planning to release Mario and Zelda to the medium, plus Golgo 13.

## Sony and Play Station

At the latter half of last year, Sony unveiled it's prototype CD-Rom drive. The unit will be incorporated with Nintendo's Super Famicom in one package called the Play Station, as mentioned in previous issues.

Sony plans to use the Play Station as not only a super games machine, but for other uses, like education and information. At the moment, the Super Famicom is limited to 12 megabit cartridges (the maximum the SF can handle - hence don't believe what you read in Mean Machines that Street Fighter II will be on 16meg cart!), but with CDs 4,000 megabits - bigger and

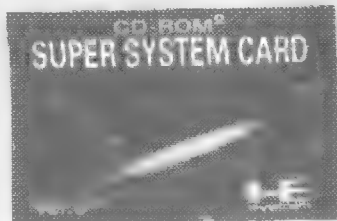
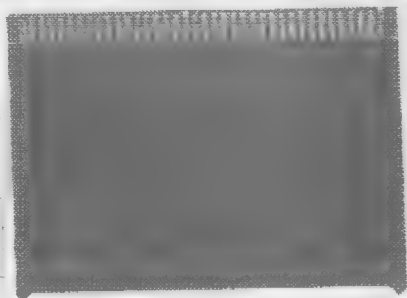
better things could be produced.

Sony plans to release a number of serious titles like Software Toolwork's World Atlas, Microsoft's Bookshelf 1991 edition (dictionary, Thesaurus, etc.), Language of the World, National Geographic's mammals of the world, Mixed-up mother goose and a music sampler - most of which can be bought for Commodore's CDTV.

The Play Station CD-Rom won't have any "extras" built-in to enhance the SF side like on the Mega-CD, but a standard CD-Rom - although this baby can move, with access time of 1/3 of a second! The Mega-CD can

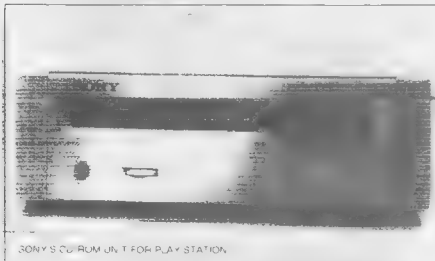
only manage at 1 second. At present the unit only has 64Kbits which is pretty poor but very likely to increase to 2-4megabits. Unfortunately, with Philips producing a totally different CD-Rom add-on for the Super Famicom the two systems will be incompatible! So it depends on what system will survive and the Nintendo and Philips set-up looks to be the better deal, especially as Philips is technically better with CD-Rom-XA - and with the support of Nintendo and it's licensees - although Sony's machine will be out first probably 6-10 months ahead of Philips' add-on.

ENGINE CD UPGRADE  
The PC Engine's CD-Rom



\* Well, more like 100 Million Words!!

Continued from page 21



has been out for some time now, and certainly the most successful machine to be released, with half of the worlds CD-Roms connected to the PC Engine. NEC really showed it's worth with the cheap CD-Rom - but it did have quite a few bad points to the unit as revealed by top Japanese programmers - i.e. rather slow and not enough ram.

So, NEC last year tried to rectify the problems, and brought out three upgrades.

- i) The new Super System Card V3 0
- ii) The new Super CD-Rom
- iii) The new PC Engine DUO

What are they and which one to get?

The main improvements is the addition of 1.5megabits - making 2megabits for use with the CD-Rom, plus loading time reduced, and the extra Graphics when used with CD-G discs

The Ultimate machine to get is the DUO - it looks the coolest console around... a CD-Rom and Engine in one sleek case. In fact, it's so cool it was awarded the top 'Design of the Year' in Japan. Unfortunately, if you already have an Engine with a CD-Rom, then it's not quite buying unless you can sell your present setup - so the V3 0 card is your best bet!

As for the Super CD-Rom, only worth getting if you have a SG and don't want the tangle of the interface, or you don't have the space width-ways. Worth getting if you can get it very cheaply.

Whatever the system, they are certainly worth getting as more and more games are being developed to take advantage of the extras, including quite a number of arcade action games!

## Mega-CD

The Mega-CD was first

conceived about two years ago when Sega wanted to match NEC PC Engine CD-Rom - but also sell it at a low price of around £100, with 1meg of memory (the engine's only has 0.5meg Ram). They also produced a faster access machine.

However, Sega also wanted to include hardware scaling and rotation for the Megadrive like on their Arcade machines - hence why Powerdrift was never converted to the machine - so they included an extra chip into the Mega-CD, which increased the price of the machine a little.

Problems struck Sega, as even with the extra chip, the MD's CPU just wasn't fast enough - so everything slowed down. So a separate CPU was added - a new 68000 chip that ran at 12.5MHz.

Just when the CD-Rom was about to hit the streets, Sega heard that NEC was to produce a memory card for their CD-Rom - with between 2-4meg, so to better this, 6megabits was stuck into the final Mega-CD, and the final price was over double the original hoped price, but certainly well worth it!

On the software side, three games have already been released for the machine (see reviews elsewhere) plus several are currently in development by Sega and other third party producers. Sega's first game on CD format will be Woodstock - Funky Horror Band - a weird RPG game featuring strange alien creatures. In fact, most of the games planned for the Mega-CD are RPGs because they are the most popular type in Japan, and as they don't require the use of the Mega-CDs extra hardware special effects, they can be produced a lot quicker - as programmers require the time to learn how to use the special chips.

But soon to come is Powerdrift (expected around April/May), Sonic the Hedgehog 2 (late mid-late '92 - subtitled Escape from Ring Zone), an enhanced version of Musha Aleste from Compile, and Prince of Persia from Victor. It's also expected that a Compilation disc will be available featuring classic games - i.e. the first 10 Sega titles released on a single CD.



MEGA-CD

# MEGADRIVE MEGA-CD

**Justin Saunders, once a regular writer for E.B. gets his sticky fingers on, and in, Sega's new baby.. the Mega-CD.**

**W**ell, it's finally here—the all new hot black bit of kit from Sega.

This is not your ordinary CD-Rom player, this one has fast access to tracks on a disc unlike the Engine's Rom. Lots of memory built into the unit so you can load in a lot more data at once and update it on screen without long pauses just like a cartridge game, and it's packed full of tasty new hardware chips for sprite expanding just like on the Super Famicom. Also for rotating and stretching and flipping over, awesome when used properly.

The unit also contains a faster version of the 68000 processor running at an unreal 12MHz to run along with the Megadrive's own 68000 which runs along at 7.5MHz. The Famicom only runs at 2MHz about the same speed as the C64.

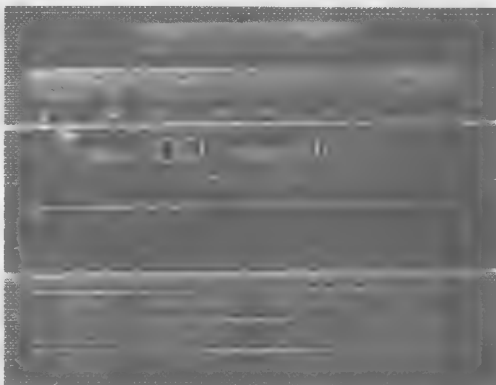
The other big new chip in

the machine is the new sound chip which is a bigger improvement over the Yamaha chip which is in the standard Megadrive, so it can run along with the Mega's sound chip for some totally mind blowing music and sound effects.

Lifting the lid off the Mega-CD (we don't advise you do this ED.), reveals on the right all of the new Sega chips laid on about two levels and a battery for saving high scores and saving your position on certain games, even though none of the games available at the moment seem to use it.

To the left of the machine is the CD unit which is sealed in a silver case to protect the mechanism and laser.

Connecting the machine to the Megadrive is a thirty second job. Just undo the port on the right of the Drive and take the sleeve off. You then have to connect a mounting bracket to the base of the drive with a single screw



Once screwed on, you slip the drive onto the CD Rom, now plug in the drive to the power, and also plug in the CD Rom (lick on the power on the drive and if you have a compatible drive—the title page should appear, if not, just a blank screen).

Anyway, the title page consists of the Mega CD logo which expands and flips and stretches along to a tune played on strings and a piano using the new sound chip.

Upon pressing Start on the joystick, you are presented with the control screen which has all of the CD control options on the screen, as well as CD-G, for the few music CDs that use it like Fleetwood Mac and Lou Reed, CD-Rom option, normal CD option including Play, FWD, NEXT, A-B REPEAT, etc., plus an option screen with lots of Japanese text on which I don't know what they do!

The sound output from the CD consist of two phono connectors on the back. A mix control for microphone singing

along to those CD-G compact discs!! and the normal Mega headphone socket which mixes the two sound chips and CD sounds. As a CD player, it's a good quality machine, but unfortunately, you can't use it without having to turn on the Megadrive and your monitor as well as it doesn't have any controls on the unit unlike on the Engine CD machine. This is a real pain if you've just bought a music CD and want to listen to it—as you'll have to turn on the Megadrive, Mega CD, and TV, then use the joystick to control it instead of like the PC Engine CD Rom, where you switch on, pop in the CD, and just press play!!

Anyway, to summon up a very nice bit of kit with lots of potential there to use, it just seems strange that all software around for it at the moment is all third party games, nothing written by a Sega Team, perhaps we shall have to wait to see what this beast can really do!

*fini*

*Handwritten signatures and initials.*



# SPLASH LAKE

PC ENGINE BY NEC AVENUE - CD-ROM - SUPPLIED BY CONSOLE CONCEPTS

**H**Hmmmmmm. Splash Lake - how can I describe this? Well, you take control of an ostrich (one each in two player mode) in an massive arcade game with a fair bit of puzzle and strategy elements.

The game is played on rows of connecting tiles over a lake, which if you drop into is fatal! You start on a tile, and so does a whole lot of baddies, and the object of the game is to

clear all the nasties on each level within the time restriction. There are two types of tiles - destructible and indestructible.

To take the nasties out, you have to break up the tiles by pecking at the destructible ones. The tiles will crack, and if a set of destructible tiles are not connected to one or more indestructible ones any more, then that set will drop into the lake, taking

**Onn:** When I first saw this in a jap. mag, I thought it would be a very boring game... and thought 'why the hell NEC Avenue released this when they still have tons of license games to finish?'

But, I'm glad they did as Splash Lake is a well ace arcade game - and extremely addictive - in fact, very much like Hudson's BeBall - cute, simple, great animation.

excellent gameplay, funky tunes, mega addictive and extremely funny especially when played in two player mode!

As mentioned, the game's graphics and sounds are brilliant. The characters are well defined and move around brilliantly, and the sound FX are great too with good 'splashing' FX when the tiles and creatures fall in, plus squawking birds, etc. And the CD tunes are great.

But it's the playability that really counts - and it's great fun starting dead easy to bloody seemingly impossible - and with two players - you can imagine how crazy it can be as you can collapse tile-bridges with your friend on it! Also, if you select on the option screen so that you can't pass through one another, this can lead to problems when there's only one safe tile to sit!

This would be a close to perfect game apart from one enormous snag - there's no password or save option. As me and Dan played the game right up until 1 o'clock in the morning - and found out this - we really got p'd off!

Overall, a great game, but because of the lasting interest could be short lived as you'll have to go through all the levels each time - it's one you should seriously consider to buy or rent! However, it's definitely worth getting a copy to play 'Great Fun!'

**Visuals** - 95%  
**Audio** - 95%  
**Playability** - 96%  
**Lastability** - 70%  
**Overall** - 90%

YEAH!



**Dan:** Graphically Splash Lake is excellent. The backdrops are nothing but the sprites are some of the most humorous I've seen. The look of surprise on the face of the creatures as they fall into the water is great, and I just love the turd laying parrot!

Sound is just as fab as you would expect from a CD game, with brilliant freaky music and excellent sound effects (mostly splash fx as meenies drop into the water).

Gameplay on Splash Lake is unusual, but really addictive. There are some really interesting designed levels which sometimes require a bit more than just mindless pecking to complete. The thing that really makes splash lake is the two player mode - as dropping a friend into the water is great fun. Splash Lake also contains a hell of a lot of levels, so lasting interest is high. The only down point of this game - is the apparent lack of a password or level select, as getting to the later levels takes quite a long time. Even with this sore point, I would urge all CD Rom owners to buy this game as soon as possible.

**Visuals** - 92%  
**Audio** - 91%  
**Playability** - 94%  
**Lastability** - 92%  
**Overall** - 92%



with it anything that's on it - including yourself!

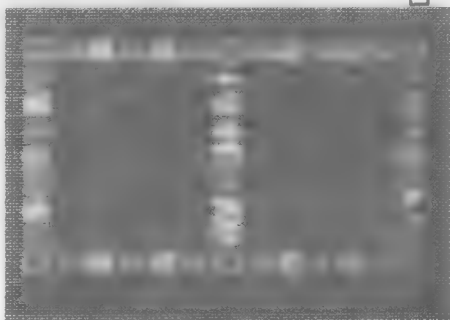
As the enemies are after you, you can also jump over them, or jump from tile to tile to escape. One touch from the nasties, and one of your lives are lost, and you'll have to restart that level again!

The enemies vary from small rabbits that just hop about, turtles that when fallen into the water climb back up and require several jumping to kill, frogs that fire at you, to a

very long caterpillar, a big flying bird that shits all over the place! dark ostriches wearing shades that act like you and are fairly intelligent, and the extremely deadly homing missiles on later levels.

Although each level starts off with a few nasties, most levels regenerate more nasties when some are killed off.

There's also some funny slap-stick animation sequences between levels too!



**R**obocod returns in his latest adventure. The evil Dr. Maybe is back too and out to take over the world again. This time he has popped up to the arctic and into Santa's toy factory and turned all the toys into psychopaths!

However, Robocod has been assigned to stop him again - with help from his new image - Robocod has been added a few metal parts and turned cybernetic - part fish - part machine but all Robocod!! Or a tin or sardines!

Robocod is a platform game and has similarities to games like Sonic and Mario. You start the game outside Santa's factory, and must enter each section of the toy making machine, venture through the level taking out all the nasty toys, find the stolen penguins to exit the level and destroying the enemy boss per level.

Robocod can run left and right, jump, duck, and extend his mechanical body upwards to reach higher levels and grab and shuffle around. Each level is based on a theme... toys, cakes, sweets, etc... You are attacked by all manner of things - playing cards, teddy bears, Bertie Bassitt, pacmen, snakes, cars and buses, trains, and so on. To kill them, you perform a Mario on them by jumping on them. As it's a platform game, you have a lot of obstacles to avoid as well as the baddies, and there are lots of items to collect. Most will gain you extra points, but others top you energy, give you can extra life, wings - so you can fly, and a Sonic like invincible item with magic dust trailing

you as you run.

The game also features lots of hidden bonus screen to pick up extra points and other items, and variation in gameplay. Some levels flip the screen upside down, there are scrolling levels on a train, plus jelly level where you bounce all over the place

Unfortunately the music is not as good as the Amiga version and this (to me, at least) makes has been removed, and the in-game tunes while still sounding good don't sound quite as jolly as the Amiga version.

Having said this, the fact remains that it's still a good game - very playable with lots of sections, but



and vehicles you can hop on to too including a car, plane and a bathtub!"



much. The game is basically identical to the Amiga version, except that the graphics have been slightly enhanced, with smoother scrolling and some improved backdrops

## ROBOCOD (JAMES POND 2)

MEGADRIIVE BY ELECTRONIC ARTS - 4MEG -  
SUPPLIED BY KRAZY KONSOLES

arcade adventure games on the machine with excellent graphics, sound and addictive qualities, not to mention extremely playable and fun. It did have a few glitches... namely the jerky scrolling at times and the lack of a password or save option!

The Megadrive conversion however is not a straight port from the Amiga as it has lots of improvements.

First off, the graphics have been improved with some brilliant parallax backdrops and some better foreground graphics too - and the scrolling is now silky smooth - not a jerk in sight. The game also looks better

because of the full screen display and a lot faster in play.

On the sound front, it contains all the original tunes and sound FX although not quite as good as the Amiga's but all the same, it's still pretty brilliant stuff. Unfortunately, the brilliant title screen music is missing!

And the all important game play have not been changed - it's just as fun as playable, as addictive and as frustrating as the Amiga version - but better. Unfortunately there's still no password/backup system - which is a real pity as the game is very big - and would take a long time to complete in one go - and there's only three continues!

Overall, Robocod is an superior game, certainly more playable than Sonic the Hedgehog - and just tipping the scales on the Mario series. This is a definite MUST buy! Although owners of the original Amiga game could live without!

Visuals - 99%  
Audio - 95%  
Playability - 97%  
Lastability - 95%

Overall - 96%



personally I'll stick with Sonic and Castle of Illusions

Visuals - 90%  
Audio - 78%  
Playability - 85%  
Lastability - 80%

Overall - 83%

**Onn:** I first played Robocod on the Amiga, and must rate it as one of the best



# How to look



**Lee Hughes checks out the latest buzz word - Virtual Reality, but what is it? Why would you want to spend money on it? And why do you want to look like a real plonker? Read on...**

## Virtual Reality - Legend Quest

Say the words Virtual Reality to most games Freaks and they won't have a clue what you're going on about. So what exactly is Virtual Reality (VR)? It's a System Designed a few years ago by a British company (yes British) which allows anyone using the equipment to enter "another world", so to speak. The unit usually consists of a face helmet which covers the eyes and ears and a joystick to control a "Virtual Hand". After fitting the helmet over your head, your eyes are confronted with two colour LCD screens which display the image of "your world". Sound is also provided by stereo speakers enclosing the ears. Wherever the user of the equipment looks - the view point into the computer-generated world changes. So if you're standing in a room and started moving your head up you would eventually see the ceiling. The graphics images that you see are calculated by a computer. To get images of a good enough quality you must make millions of

calculations a second, even with an extremely fast computer. If the graphics produced are still very simple. This still gives a very convincing effect and after you get used to the equipment you certainly do feel that your "there". Systems such as these have been running in some London arcades for quite some time now, so why all the fuss about Legend Quest?

Legend Quest opened in Nottingham two months ago and is run by two companies, one of which makes the Virtual Reality



hardware

The difference between this system and the old ones is that the player stands in his own "booth" and can move his head 360 degrees just by turning around. You also have a control stick which carries out certain functions described later. The actual VR world is set in a fantasy role playing environment. If you have ever played dungeons & dragons or warhammer role playing games then you will know what I'm talking about.

Legend Quest is not like a normal arcade game where you just walk in and play. First you have to become a member, and it's at this stage you generate your character. There are three different types of character and 3 different races.

They are Human, Elf and Dwarf. The type of profession you choose is very important. Fighters just hack away at anything they see. Wizards can cast spells and use their intelligence to escape situations. Thieves have the ability to spot traps and steal items from other people playing the game (very annoying DAN).

There are four "booths" at the Legend Quest centre so up to 3 friends can play with you at the same time. When you put on the gear you see what your character sees. This means you can also see and hear all other characters in the game. If for example your friend was

playing a dwarf he would be a very short character with an extremely deep voice. The system actually modifies your voice so it's sounds like the character you are playing. Humans sound normal, where as elf's have high pitch voices. (Especially great if you have a female elf who has a really high pitch voice!). Ed: This is all a great laugh when playing as we found out when we, the EB review team, tried it out (more on this later). In the game you can collect items, attack with a sword

& cast spells. This is done with the VR hand. This is like a joystick handle but contains mercury switches and other hi-tech stuff! The joystick can go anywhere your own hand can go (oerrr!). Say for example you wanted to draw your dagger. You would move your hand down to your right hip as you would if it was real life. The dagger would now be in your "hand", so to speak. When most people first play the game, they tend just to wave the dagger in at a monster but really taking a mad "hack n slash" at one really does it some damage. It sometimes gets quite physical and you end up knackered when you have finished playing! Movement is also controlled by the "hand". Just by pressing one of the buttons on the joystick you can move in the direction you are looking in. Movement through doors can be tricky at first, but all you have to do is pass your VR "hand" through the door handle and the door opens (unless it's locked... panic!). Everything in Legend Quest is like the real world, so in theory you can never get stuck because you just do what you would in real life!!! (but how many times in real life do you attack a skeleton warrior in the local chipshop?)

The Legend Quest software runs on an Commodore Amiga computer, but don't expect to be playing it on bog-standard A500. It's an Amiga B3000 with extra sound graphics and maths chips running at an extremely fast rate. The sound effects in Legend Quest are amazing. There are over 1000 sound samples used in the game, these are accessed from two CD ROM Drives. There are also 6 hard drives supplying information to the system. For all you techies out there the game is around 10 megabytes of "C" code.



# a real Plonker\*



auto- matically saved Every two minutes on VR costs 1 pound! This is expensive but I managed to make four minutes last half an hour by constantly starting and stopping!

For more info on The game contact

Virtual Reality Design & Leisure Ltd  
44-46 Goosegate . Hockley.  
Nottingham  
NG1 1FF  
Tel : (0602) 242626

VR is new and it's going to catch on I am certain of it. Prices always fall but at the present time you will have to put up with it. So if you find yourself in Nottingham (lucky you?) then call in an have a bash The people at Legend Quest will guarantee you will enjoy it, and if you don't they say they will give you your money back!"

DWARF'S  
ABOUT  
TO  
DIE...



So what's the cost of this out body experience? Well it's not cheap! First off it's 5 pounds to join. This gives you 4 free minutes and a rom-key. The key which can fit on a keyring stores your current position in the

game. This allows players to buy credits and use them when they wish. Each "booth" accepts a key and puts you at your last position you got to. You can remove your key at any time and your game is

HONDA'S  
REVENGE!



\* Virtually anyway

He's got the hardware... but what are the software like - Justin grabs the first two titles and gives them a whirl...

## Heavy Nova

by Micronet - CD-Rom

Hmmm. This is the first game that I tried on the CD unit and to say I was disappointed is an understatement.

Upon pressing Start to load the game, it took about 10 seconds to load in the game. You get a robot walking around on screen while loading in.

When loaded, you get a black and white cartoon which is a bit crappy with a Japanese girl singing in the background and the Heavy Nova logo in the middle of the screen.



Start the game and what you get is a very basic right to left beat 'em up which plays like it's in a slow motion mode. The moves are very sluggish and boring and your robot trudges around even worse than the characters on *Altered Beast*.

The levels consist of about three screen lengths of scrolling which is tiny. It then loads in the end of level Nasty which comes up with the word FIGHT in

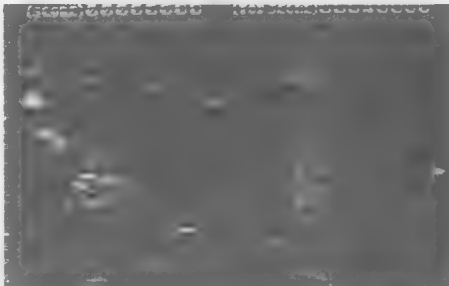
# THE FIRST MEGA-CD GAMES ON MD

black and white, with a spectrum like Beep tone to go with it.

The nasty then appears which is a short fat robot which just sticks its arms out and bashes you.

The other levels consist of the same dull boring backgrounds, crappy in game sounds, and slow moving characters. The only thing that isn't too bad is the CD music. Anyway, I do not recommend this game at all - even if it is the only CD game that you could get hold of! Miss this one out!

**Visuals** - 30%  
**Audio** - 10% (effects)  
 - 50% (CD Music)  
**Playability** - 15%  
**Overall** - 20%



Japanese text scrolling up the screen narrated in a very deep firm Japanese voice. After all of the text has gone up the screen you get a Battle of the Planets style cartoon similar to the Engine CD games by Telenet, but the difference here is that the cartoon is non-stop - no blank screens every third screen for loading, just non-stop cartoon action. Once the animation is over, you are presented with the Start/Option screen which you can change the speed of your ship and speed of the game play. A bit like on *Thunderforce III*.

Pressing Start, you get a brief screen describing the planet and scene that you are about to visit, then it's on with the game.

The first level is set in space with asteroids flying around which don't explode - you just shoot out of the way. It's a Nemesis like level with various small ships and pick ups coming towards you. There are a few large nasties with spinning arms and wicked samples to accompany them as you fly through the level.

You get a half nasty on this level which screams at you - a sample straight from the Aliens movie - Ace Sound, but it really

flickers which I found very strange considering all of the new hardware to play with. Once blown up, take out a few more nasties and it's into a cave scene for the end of level boss which loads in without the game pausing.

The guy is BIG with its spiny crab type legs and it's bulldozer mechanical type sound effects to go with it. When you kill it off, all of the legs go flying off towards you and it blows up in a sprite flickering explosion. And it's off to the next level which is a R-Type style level with arms reaching out of the sides of the walls and big nasties trying to knock you off course.

The rest of the game is much the same with big nasties and loud sound effects. The only thing we could do more of is cartoons between the levels, which they seem to have forgotten to put in.

Anyway, the game is a very good shoot 'em up using some of the new chips in certain places, but not in the places that you would have thought they would have been used!

One CD title to go for!

**Visuals** - 85%  
**Sound** - 88%  
**Playability** - 80%  
**Overall** - 82%

## Sol Feace

by Wolf Team - CD

This is the second of the CD releases for the Mega-CD and quite impressive it is too.

Press Start on the joystick and after about two seconds, you'll get the Wolf Team logo expanding out of the screen towards you, complete with tanzanite. You then get a screen of

# DOUBLE DRAGON II

GAMEBOY BY ACCLAIM - SUPPLIED BY CONSOLE CONCEPTS

Your name is Billy Lee. You're young, but you've already lived through enough agony to fill three lifetimes. You saw your city obliterated in a nuclear war. You saw roving gangs of thugs take over the streets. You learned the hard way that "might makes right" is the rule of law in a world where only the strong survive.

Then you saw your girlfriend get gunned down by the Black Shadow Warriors. And you felt helpless as they destroyed your home, the world-famous Double Dragon dojo, home of the mighty Double Dragon Warriors.

You knew what had to be

done

You applied every scrap of martial arts knowledge and succeeded in wiping out the Black Shadow Warriors. It wasn't easy, but you did it. Finally, you were able to rest.

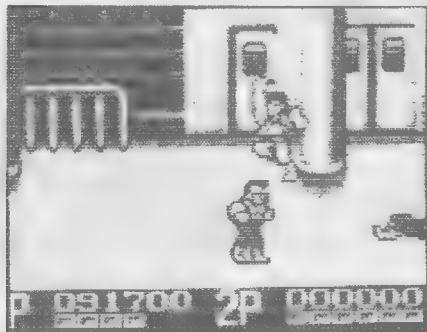
But not for long.

Anxious to keep your skills sharp, you and your brother Jimmy joined the Scorpions.

You saw the envy and hatred that burned in Anderson's eyes. You knew he would be trouble someday, but you never dreamed he would eliminate Wright (another Scorpion instructor), scrawl your name on the floor, and pin the blame on you! You were horrified when Gordon actually believed Anderson's twisted tale of evil and ordered you and Jimmy to pay for the crime... with your lives.

Now the war has spilled out of the dojo and into the streets. You must battle countless enemies bent on your destruction, as you prove nightmarish urban ruins in search of one man who framed you and another who ordered your death.

There must



**Onn:** I really liked the original Double Dragon, it's very playable, and extremely tough on the later stages of the game - in fact, I still haven't completed it the level with the moving floors, and the doors at the

back that sucks you in is bloody impossible!!

Anyway, seeing how good the first was, I was hoping the sequel to be just as good too - but unfortunately, Acclaim has bugged things up a bit.

Firstly, in the Audio and Video department, it's as good as the original - if not better, but it's attack moves, and increase in difficulty makes it less playable.

Instead of a punch and jump button, you have a punch and kick one instead, so there's no jump - which is a right bummer. Jumping is quite handy on the original. You can however, grab opponent and throw them, plus extra skills like a high kick and flying kneedrop (only when you weaken opponent and when he's downed), plus a very neat Aerial Uppercut (a dragon punch, a la Street Fighter), by pressing A and B simultaneously twice.

Although these moves are sufficient at times, the original set are more useful, there's nothing like a standard flying kick and the nifty back elbow!!

With 10 missions, it's one tough game although with continues, I did manage to reach the last level which is real tough, and the enemies are real hard suckers!!! Overall, D.D.II is a worthy beat 'em up, but personally, I'll stick with the original, not to mention, Battletoads been a lot better! Oh yeah - like the original, you can link the game for a two player game, which should be more fun, and easier to complete.

**Visuals** - 80%  
**Audio** - 80%  
**Playability** - 75%  
**Lastability** - 75%  
**Overall** - 78%



**Dan:** The Original GB version of Double Dragon was rather good, with nice graphics, listenable music and challenging gameplay. We were therefore looking forward to playing the sequel, and were we disappointed? Well yes actually we were.

It's not that the games differ in technical terms. The graphics are rather good with nice detailed sprites and typically interesting GB colour schemes (Ha!). Sound unfortunately isn't as good as good as the original and to be blunt is damn boring.

The actual problem with Double Dragon II is the gameplay. Basically it's the same as the

original but with different moves and a lot less variety between the levels. This really doesn't make for a good game and overall I would say DDII is distinctly average.

**Visuals** - 85%  
**Audio** - 60%  
**Playability** - 70%  
**Lastability** - 50%  
**Overall** - 60%



be no mercy. You must clear your name. You have all the tools you need to get the job done - fists of fire, feet of fury, and the martial arts skills of the Double Dragon.

Once again, you know what has to be done. And only you can do it!

Basically, Double Dragon II is very similar to the original, but with a new set of moves, and different layout.

# Dan's Philosophical Bit

**At last, our resident Philosopher, Dan, decides to impart some of his extraordinary wisdom to you, the undeserving readers.**

**Philosophy:** What the bloody hell is it?

Hmmm, a very good question. To find out let us first of all talk to Bruce Lee, Martial Artist and Philosopher extraordinaire\*, for a brief description of what philosophy is fundamentally about.

**Dan.** So Brucey, tell us about this philosophy thing

**B.L..** Well, I think the simplest explanation I can give is to say that voidness is that which stands in the middle between this and that. The void is all inclusive, having no opposite - there is nothing which it excludes or opposes. It is living void, because all forms come out of it and whoever realizes the void is filled with life and power and the lover of all beings.

Well, there we have it Philosophy in a nutshell. We now have a thorough understanding of.

**B.L..** I'm moving and not moving at all. I'm like the moon underneath the waves that ever go on rolling and rocking. It is not, "I am doing this," but rather an inner realization.

Er yes, thankyou Bruce. As I was saying, we now understand

**B.L..** Establish nothing in regard to oneself. Pass quickly like the non-existent and be quiet as purity. Those who gain lose. Do not precede others, always follow



**Dan:** Look pal, you've had your say, now butt out asshole.

**B.L..** It is like a finger pointing away to the moon. Do not fool

**Dan:** SHUT UP! Shut your mouth you cretin! I don't care how long you've been dead, you're gonna taste my fist now sucker! (SMACK!)

**B.L..** What was that? An exhibition? We need emotional content. Now try again, with meaning

**Dan:** O.K, try this for size! (WHACK!)

**B.L..** You have offended my family, and you have offended a Shaolin temple

**Dan:** (SNAP) OW! (Smack!) Aargh! (Rend!) Stop, Please! (Hack!) Er, your powers are, er, extraord (Splat!)

(One short trip to hospital later)

As Lee was still here, we asked him to use his skills once more to contact the another philosopher Robert Maxwell

**Dan.** Ah Mr Maxwell

House, what can you tell us about Philosophy?

**R.M..** Philosophy? I don't know much about that, but I can tell you. Never trust your money in pension funds - you never know what can happen! Never buy another company when you don't have the money - you never know what can happen!!! But most

important. Never. Never. eat 100 jam doughnuts, a 10 course meal and a Mars bar before going on a solo sailing trip - you never know what can happen!!!

**Dan:** Eerrmm, yes, thanks Max.

So after learning all that we could from Mr. Lee and Max, our man went to visit Alan Sugar, head of Amstrad and renowned philosopher \*\*

**E.B.** So, Alan Baby, what do you have to tell us concerning the meaning of life?

**A.S.:** I'll tell you what. I've got 5,000 of these here



GX4000's. They usually retail at £99.99, I'm not asking £20. I'm not even asking £10, £2 and the whole lot's yours, squire

**Dan:** Yes, yes. But tell us about philosophy.

**A.S.:** Not interested, eh? Well squire... I have more! Cop a load of these my son - 100 Tottenham Hotspurs shares... yours for a fiver! No? How about these 'ere million 2" disks... yours for a tenner!! No? How about a cutting from my beard...

**Dan:** Philosophy, I'm talking about philosophy.



**A.S.** Gibber, Gibber

Well, so much for Mr. Sugar. Vorsprung Durch Technik, as we philosophical types say

Hmmm, perhaps we should end with a philosophical joke. Q. What have Freddie Mercury and Michael Watson got in common. A. They've both been battered around the ring! Hahaha!

\* At this juncture some of you might point out that Bruce has been dead for nearly twenty years, but thanks to the skills of the E.B. spirit medium (Lee) some communication was possible.

\*\* So he tells us, anyway.

# BALLISTIX

PC ENGINE BY VICTOR MUSICAL IND. - 2MEG -  
SUPPLIED BY CONSOLE CONCEPTS

**B**allistix came out on the ST/Amiga some years ago, and was a very basic game, based on that old toy - Crossfire, where you shoot ball bearings at a puck to try to score in the opponent's goal. The game isn't just mindless shooting, as all the ball bearings can

end up in the opponent's side, leaving you defenceless.

Ballistix's main difference from Crossfire is that you can move your gun around the table instead of stationary at one end. The table is also full of features with bumpers,

warps, etc. plus items that appear on it where you can run over and that item is activated. This can make all the ball go to your end, stop opponent firing, stun opponent, etc.



## Onn:

Firstly, I can't say I'm a fan of the Amiga version of the game, especially as speed-

ball from the Bitmaps came out around that time, and kicked everything in sight.

When you switch on the machine, you are presented with the awesome Psynosis logo, and then the even more awesome title picture. A brilliant first time I've seen it in full screen!

Unfortunately, things go down hill from this point. Although the graphics of the 'shooter' has been changed from the basic arrow to a robot/gun, the game's graphics are like the Amiga version - pretty terrible with awful use of colour. And the sound is

very basic too.

When it comes to gameplay, it's as good as the Amiga version too, considering the Amiga version was rather average, this isn't say much. After a couple of goes against the computer, you'll probably never play it again, whereas in a two player game - it's a touch more interesting as you might expect, but still not as fun to play than speedball, or even Crossfire. The additional items to run over are rather difficult to see, and unlike Speedball where you can hold the ball and go round collecting extras. Ballistix is so last-paced, there's no time to go after items.

All in all, Ballistix is a very average game, and I can't recommend it. You're better off buying Crossfire, it's certainly cheaper and more exciting with real ball bearings flying, and if you get bored, you can always remove the guns and try shooting at your opponent!!

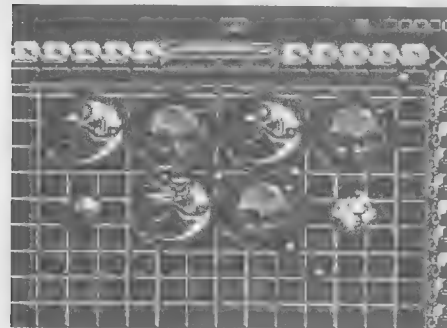
Visuals - 60%

Audio - 65%

Playability - 65%

Lastability - 40%

Overall - 60%



# R-TYPE COMPLETE CD - CD-ROM

PC ENGINE BY IREM - SUPPLIED BY CONSOLE CONCEPTS

**O**ne of the first Super CD games - R-Type Complete CD is basically Hudson's original game out onto CD with extra animation sequences, and beefed up CD quality music.

The game loads in pretty quickly, and starts with the story before the war begins - these aren't bad but not the best. The game itself is the same as the original engine version apart from the CD music that plays in the background. This varies a great deal - the first tune starts off brilliantly with a thumping remix of the original tune with sampled speech 'R R R R-Type', but unfortunately half way, the great tune turns to one with pianos which

really don't suit the game. Fortunately, there are more better tunes than there are bad ones. You also get an animation story sequence after every two stages... again some good and some very boring.

So overall, CD R-Type is worth considering if you don't already own the card versions as it would save you money - plus the card versions are quite rare now. However, if you already have the original, then the extra bits on the CD is not worth cashing for... it's also slightly easier.

Visuals - 90%

Audio - 88%

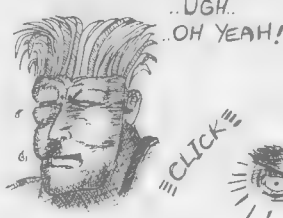
Playability - 90%

Lastability - 85%

Overall - 90%



**\*DON'T MESS WITH A YANK!**



→ P2.35

# Prince Of Persia

Gameboy by Virgin Games / PC Engine by Riverhill (Super CD-Rom)  
Supplied by Console Concepts

"Seventeen years have I, Jaffar, served as Grand Vizier, to the Sultan of Persia. Now the hour of my triumph is a hand. Already I sit on his throne, and soon I shall have his daughter as well - the princess, whose beauty is like the stars and the moon.

Of course, I would never force myself upon this lovely creature (what a puff.. Ed). I shall give her a full hour to reach her decision. She shall choose me of her own free will - or forfeit her life.

And yet she clings to her fantasy of rescue. The object of her childish infatuation? A young adventurer - a nobody - who is now, on my orders, a prisoner in my dungeons.

Even should he escape his cell and bypass my cunning traps and palace guards - he is still no match for the evil of my sorcery. Or is he?"

You are the adventurer and must get through 12 levels of the palace to rescue the princess. The game is viewed side-on and you start in the lower dungeons and the exit is to the right.

Unfortunately, it's blocked by an armed guard, so you must first find a sword to defend/attack him.

Your hero can walk/run left and right, jump and duck and use his sword when he has one. As you move left, you must jump to climb up higher levels,

jump over traps, activate stepping pads to open iron gates, avoid collapsing bridges, and locate and drink energy giving potions... you start with three energy units!

Energy is lost if you fall from a fairly high height, but too high and it's death and you'll have to start that level again. As the game is played by time (you have an hour to complete the game), you have unlimited lives... but of course, the more times you die, the less time you have to complete the game... if ever.

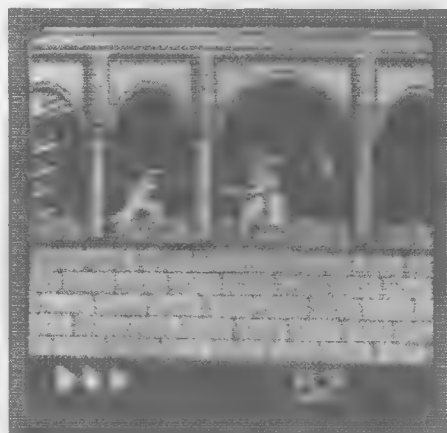
Once you find the sword, you can fight the guard... but guards are not dumb and fight back, so some sword play is required... there are time to attack and when to defend/retreat! Once the guard is dispatched, you'll find the exit and go to the next level.

Later levels are quite tricky, and are larger with lot more traps, chopping cutter blades, split timing jumps, mazes, plus a mysterious mirror and help from the princess' pet when you are trapped!!

## GAMEBOY

The gameboy version of the game is programmed by the original guy that produced the computer version of the game.

Being a fan of the original game (on the Amiga - I managed to reach the last level), I was extremely surprised by the



GAMEBOY VERSION OF P.O.P. YOU FACE THE EVIL GUARD... BUT YOU ARE ARMED!

GB version.

The graphics are very slick... nicely defined, and of course excellently animated. Just like the computer versions, our hero jogs along, twists and turns, launches himself as he jumps... real ace stuff!

Sound is good, but unfortunately lacking. There's only one tune in the game and that's on the title which is rather boring (taken from the old game - Karateka), therefore only the odd sound fx during play, which are bad.

As for playability, Prince of Persia is great - a real challenge, and once done is very rewarding. It's real fun and addictive. There are a few niggles. Unlike the Amiga version, the GB one requires more precise

movement of your bloke - ie. if you're near a wall and want to climb up... on the Amiga (and PC Engine), you only have to make him jump up and he'll walk up and climb, but on the GB, you'll have to walk right up to the wall (usually banging into it) before you can climb.

The control method is a bit fiddly too, as pressing up makes him jump up, while button A makes him jump forward.

Overall, however, GB Prince of Persia is an excellent GB game to add to your collection. Each level you complete, you're given a password, so you can continue at a later date, or if you're used up too much time!

Visuals - 93%  
Audio - 70%  
Playability - 90%  
Lastability - 90%

Overall - 90%





## PC ENGINE

Firstly, loading is pretty fast with the Super System Card, and the whole thing has not a lot to wait during the game.

The game is not based on the Amiga version, but the Japanese PC one with more detailed graphics.

Unfortunately, the animation isn't as hot which is a real downer, as this is what separated this game from all the rest, although it still looks pretty amazing!

As for the sound department, things seem pretty disappointing at first with the average tune from Karateka, but when the game starts, you're treated with some brilliant Arabian tunes that fit very well with

the game, played from the CD of course, with some good sound FX too.

Apart from the loss of frames in the animation, the game plays as good as the Amiga and other computer ones... great fun, a real challenge, utterly addictive, brilliant.

The animation bits between levels are rather disappointing as they are identical to the computer ones with rather awful CGA-like graphics, and very low res, they look too! You'd expect Riverhill to change this with the standards of Telenet, and other engine CD games. Why couldn't NEC Avenue got the license to this game... then again, we probably wouldn't have



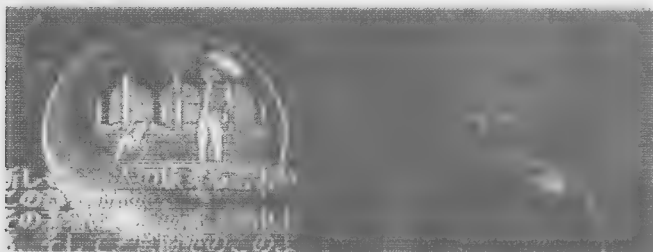
seen it until next year if they did?!

I didn't get very far on this version as the skeleton

on level 3 gave me real problems. On the Amiga, it wasn't too hard to force it back and over the edge, but this bugger insists on attacking!!

Overall, Prince of Persia on Super CD is worth getting if you've never played it before... and the atmospheric music really adds to the feel of the game!

Visuals - 85%  
Audio - 90%  
Playability - 90%  
Lastability - 88%  
Overall - 89%



## FIGHTING RUN

PC Engine - Supplied by Console Concepts

Fighting Run is a sport game of the future where you don on your robot gear and race against other opponents. The difference is that you can also bash one another up... in fact essential to win or survive! The game is played angled top-down as the two robots run up screen along a corridor.

You can zip along around the place, and pound your opponent if you can get behind them... each robot has a set energy bar plus power points, etc.

Occasionally, obstacles zoom down the screen so you must avoid them, but there are also useful icons to collect giving you super power, speed, shields, etc... very handy when you want to attack opponent. At times the scrolling stops, and you can fight it out - usually in an area with deadly obstacles lining the walls which must be avoided or they'll drain your energy.

You start the game at the bottom of the Fighting Run table. You have a choice of characters to pick from at the start and can challenge any of the opponents in the table section.



**Onn** When I first saw this, it looked to be a good game - "Robots you control and beat opponents up" should be real fun! Unfortunately they bodged things up because the fighting is very limited - pressing the fire and the robot just punches forward. As you can't punch in any direction but one, and only face up screen, there's no real fighting involved - it's a matter of who can get to the back of the screen first and collect the extra items.

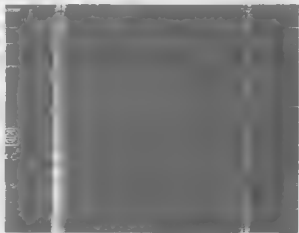
Graphically it's mixed. The digitised pictures of the robots are totally awesome - real photographic quality, the robots in the game are well defined, but animation is sparse, and the rest of the game is pretty average. To Yuk! Sound is average too, with minimal sound FX and okay tunes.

Overall - Fighting Run is a well below par game - and I certainly can't recommend it!

Graphics - 73%  
Audio - 70%  
Playability - 40%  
Lastability - 30%

Overall - 54%

OKAY CRAP  
SCREEN SHOT  
NOT IN CH TO SEE  
ANYWAY!



As we don't get many letters, Rappin' is for your letters and general info. If you wish to write in, send all mail to the usual address.



# RAPPIN'



## What a Tera!

A number of people have asked if the Sega Teradrive will appear officially. Well, it appears that there are no plans for the twin machine. Apparently, it's the US' fault as over in the

memory so you can save out your masterpieces! All the facilities of a standard paint program is available from drawing lines, circles, spray can, fill commands, and so forth. The cartridge also contains a number of graphics which you can import into

device when connected to the Super NES will remove all the slow-downs in games like Super R-Type. This however is quite hard to believe... more news on this if and when.

## NES on Tape!

The latest piece of hardware for the 8-bit NES is an audio tape adaptor, which will let you load games from an ordinary tape deck. Not exactly high tech stuff like CD-Rom, but this could really catch on, especially if companies release games on this format, as it should really lower the price of games! Especially as most new games for the NES are more expensive than the 16-bit games!!

## LETTERS

### PANZA, CD & TV.

1. Is Panza Kick Boxing going to be on card or CD (I hope it's card as I don't have a CD-Rom)
2. When the MD and Mega-CD are attached together, will you still be able to play cartridge games without disconnecting the setup. If not it's going to be a bit of a pain.
3. What do you think of Gamesmaster on Channel 4? I think it's pretty good but would like to see any future series grow to an hour a time to allow more reviews. One problem with the show is the fact that it is recorded quite a while before it goes out so most of the reviews are a bit old and have been reviewed some time ago in the mags and the reviews are a bit short.

**Darren Ash, Somerset.**

1. Panza is only on Super CD format, unless you have an American Turbo Grafx 16 machine, as the US version is on card. I have

heard that there is a gadget that lets you play US card games on the Jap Engine, but I have yet to see it!

2. No! The Megadrive fits sort of onto the Mega-CD so you can still use cartridges, as it's connected to the side expansion slot of the Megadrive. Check out the CD review in this issue!

3. Amazingly, I have yet to clasp eyes on Gamesmaster. This is because I am working (in a chinese take away) when it comes on. Although there is a TV where I work, I rarely take that much notice, and it usually stays on BBC1 !! Maybe one day I will remember and actually set about to watch it. However, most of the rest of the team think it's pretty good... although some parts of rather stupid, and Patrick Moore... oh my word!!!

## More Dragons

Do you know when Double Dragon II is coming out? Also Console Concepts told be that Street Fighter II is on their list of '92 releases for the PC Engine CD Rom, have you any more info?

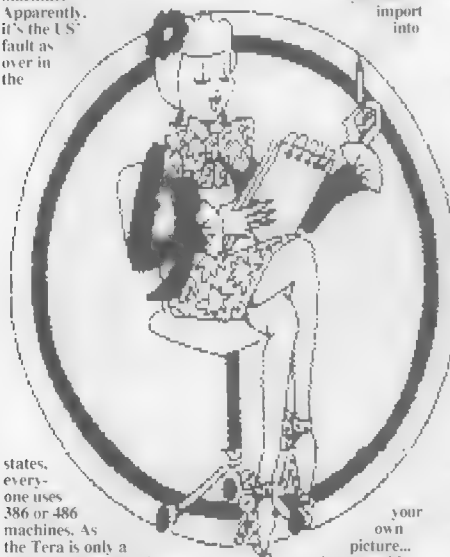
**Derek Garford, Norfolk**

Sorry, but you are talking NEC Avenue here.... Double Dragon can appear any time... next week, next month, next year! Although it's likely that DDII will appear in the spring.

As for Street Fighter II on the Engine... I can't see it myself. Having Capcom producing the SF version, it's unlikely the game will appear for the Engine... OR the Megadrive, but if they do, don't expect either until very late in the year or possibly '93.

## Back Issues?

A number of people have asked if back issues of Electric Brain are available. Well, they are and you can get them for a bargain price of 50p each (excluding P+P). Unfortunately, some issues are not available.



states, every-one uses 386 or 486 machines. As the Tera is only a 286, rather slower - it wouldn't be very popular - it's better for the US public to buy a more powerful IBM / compatible PC and a Genesis than a Tera.

## ARTY MEGADRIVE

Well, the Megadrive is one cool machine for playing games, but you will soon be able to doddle on it too! From Sega, there will soon be a program called Art Alive. This will be a paint program rather like the one available for the PC Engine, and lets you become a budding artist.

The program will come on a cartridge with backup

your own picture... these graphics been trees, birds, houses and the like, plus famous Sega characters like Sonic and Toejam and Earl! No release dates on the product but should be out real soon from the US - but I can't see it doing well as you're better off with pencil and paper.... not to mention quick hard drawing with a joystick.

## 33Mhz Super NES?

Word is out that a special add-on have been produced for the Super NES that will increase the slow speed of the machine to whopping 33 Mhz. Apparently, the

# SUPER FORMATION SOCCER

SUPER FAMICOM BY HUMAN - SUPPLIED BY CONSOLE CONCEPTS.....



**Nick:**  
Super  
Formation  
Soccer first  
appeared on  
the PC  
Engine and  
like Fire Pro

Wrestling, it has arrived on the Famicom. When you turn on the game, you are presented with a nice intro of Germany scoring against Argentina. You have two options open to you - an exhibition game and the Human Cup. After choosing which game you wish to play, you have to select if you wish to play with a friend against the computer, against a friend or by yourself against the Famicom. After making

your choice you can choose from a selection of 16 teams from the mighty German side (Booo!! Foulers!! Cheats!! ED!) to the rather er 'Crap' Japanese side (The Belgium side is actually the worst!! ED). When you start the game there is a little sampled 'Kick Off' and you can then take the center. The amount of formations you can choose from is unbelievable! They must have every formation in the book! You can choose to have a computer controlled keeper or a manual one. The game is really good, and the 3D effects work really well. You can shoot a low shot, a high shot, pass the ball, shoulder barge, slide tackle, header volley and

over-head kick the ball. The english in the game is quite bad for example "Shoot chance!", "Goal Get!" but that can't be helped. Overall, A great game. A most for football fans.

**Visuals** - 92%  
**Sound** - 80%  
**Playability** - 94%  
**Lastability** - 98%  
**Overall** - 94%



**Onn:** The PC Engine version of this game is certainly the best soccer game around and Human have done an excellent conversion.

The graphics are great, although could have been more detailed, but does the job, and although music plays throughout the game, atleast it's pretty good with a different tune for each of the countries you pick - with standard SFX, and some rather good speech even if they are rather quiet. Playing the game is just like the engine version, and the 3D view makes the game look very spectacular. The game has quite a few nice touches including a bad foul and you can get the red card from the ref, and substitute players at the start or half time as each player has different stats.

One major gripe is controlling the players using the joystick is murder on the fingers - joysticks are a priority. Overall, S.F. Soccer is excellent although it could have been made a better 1e extra time instead of straight to penalties, different weather conditions, yellow cards, and maybe a radar!

**Visuals** - 90%  
**Audio** - 85%  
**Playability** - 90%  
**Lastability** - 85%

**Overall** - 88%

## E.B. PROFILE



**Name:** Marc Fooror

**Age:** 20

**Gender:** Male

**Fave Console Games:**

Thunderforce 3 (MD)  
Super Shinobi (MD)  
Sonic (MD)  
Super Mario (SF)  
UN Squadron (SF)

**Fave coin-ops:**

Gauntlet  
The Simpsons  
Super Hang-on  
'Decent Shoot 'n ups'

**Fave films:**

Star Wars Trilogy  
Terminator 2  
Beetle Juice  
Thelma and Louise

**Fave music:**

They Might Be Giants  
Erasure  
Voice of the Beehive  
+ others

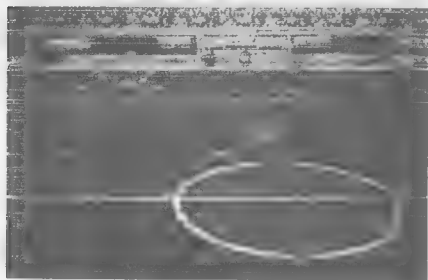
**Fave Clothing :** T Shirts  
track Suit Bottoms, Trainers

**Likes:** Good Music. The odd good Amiga game that's released (!) The SF - MD Watching Films, Gorgeous Women (!), Going to see Bands

**Dislikes:** BAD Music (Kylie Rap, Heavy Metal, etc.) the rest of the games released on the Amiga, The Gameboy. Not being rich, the price of console games

**When nobody's looking I like to:** Do the things I can't do when somebody's looking!!

**Fave Sayings:** Why don't you pay me, Onn??!!



After the success of Fire Pro on the PC Engine in Japan, Human brings you the games on the Super Famicom

The game is basically the same, but there are more options than the engine version on the title screen. You can play a single or tag-team match in tournament, singles match, versus, etc... plus select time, rounds, and so forth.

There are 20 wrestlers to choose from to play, and all of them have different set of moves/holds, controlled using your joystick with combinations of three of the

your opponents into the turn buckles, off the ropes for a clothes line plus when they're down on the canvas - elbow drop, jump from the top rope, or go for the pin.

The more damage you take on the opponent, the weaker they become until

moves... or victim to them are superb with excellent animation, and great expression on their faces

The moves and holds are excellent - suplex, headbutt, D.D.T., flying tackle, toe holds, back breakers, body slam, pile driver, plus some great special moves like the arab that can breath fire and has a hidden spanner in his trunks then there's a back-swing karate chop by another guy.

You can also fight out of the ring... where in tag-team - all four can battle it out. A nice touch in tag-team too is, if you get the opponent in your corner and then tag, both your men can attack the opponent in the corner - ie. produce a double man suplex on opponent!

Another excellent move is - take out the ref! Although he runs around to avoid you, if you're quick enough and time it right, you can hit him - knocking him out for a few seconds!!

Sound is also great with a different tune for each player picked, and they are great and sound FX are good too, although the count speech could have been a bit louder!

Overall, Super Fire Pro Wrestling is a brilliant two player wrestling game, certainly kicks the rather crabby W.W.F. games in the nuts... but if you're thinking of buying it just to play against the computer, then forget it!

Visuals - 95%  
Audio - 93%  
Playability - 30% / 90%  
Lastability - 10% / 90%

Overall - 25% / 91%

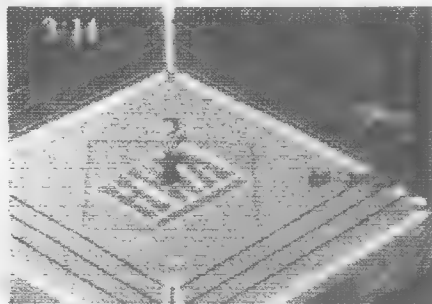
\* First rating for single game, second rating for

in two player game!!

**Nick:** Fire Pro Wrestling first appeared on the PC Engine and now on the Famicom. The first thing that hits you is the spinning Human logo (I'd advise a crash helmet.. Ed.), which uses the Famicom's Mode 7 quite well. After watching the title screen and an intro you have a wide range of options open to you. These range from training for the ring to a 5 man elimination contest. After selecting your option and if you are going to fight alone or with a tag team partner, you are presented with a selection of 21 wrestlers who each can perform a range of 20 moves. These range from a slap in the face to a dramatic DDT! Some fighters are recognizable (Hulk Hogan, The Ultimate Warrior and the Legion of Doom) but the rest are from Japanese wrestling. After choosing your fighter, you see the ring. The graphics of the fighters are slightly improved on the PC Engine version but not much and the sound isn't exactly brilliant. The control method is awkward, you have to press the button at the exact right time otherwise you will not perform the move. You can fight in the ring or out. The game is great fun in the two player mode which usually ends up as a real fight! The game is great for wrestling fans but non-wrestlers might wish to play the game before playing.

Visuals - 76%  
Audio - 66%  
Playability - 84%  
Lastability - 94%

Overall - 80%



buttons and direction.

When the bell rings, you go after your opponent - either the computer or human, although human is better as not only is it more fun, but like the engine version, making a move on the computer is nigh impossible!

There are a range of moves (all depending on which guy you pick)... a stand off move - either punch or kick, run and bounce off the ropes; a special move (breath fire, drop kick, flying head-butt, etc.), and lock. Once the two wrestlers are locked together, they can then perform more moves... a grab and throw, powerlift, back breaker, suplex, piledriver, bridge hold, D.D.T., and even the rather illegal - take a spanner from your trunks and pound the opponent's head with it move!! You can also swing

blood appears and a few more punishing moves will end the match. You can win a three count pin, or a submission!



**Onn:** I quite like the engine version of Fire Pro, it's quite fun against another player, but

impossible against the computer - so I hoped Human would have improved this feature, but unfortunately they didn't. It's still impossible to get many moves/holds against the computer players.

However, Human has improved the wrestlers giving them more moves and more variation too. With the bigger and better detailed graphics, it's even more playable. The way the characters perform the



**Marc:**  
The first wrestling game for the Super Famicom, and hopefully the last if

this is going to be the quality of them!!

The game starts with a nicely done piece of hard rock style music and an interesting fire effect behind the game title. You then have to select from about



20 wrestlers - all with nicely drawn mug-shots. So far, so good.

There are various options (in Japanese text!), but basically you can play one or two player, and a variety of other uninterpretable set-ups.

The main game graphics are pretty poor - the characters are small and not particularly well drawn and the animation is fairly crude. No effort has been made to spruce up the visuals at all and this game

could well be on just about any format.

The sound effects within the game are interesting but bear no relation to what they are supposed to be, but at least they bring a laugh when you first hear them. However, after about two minutes I don't think anyone will be laughing, especially if they've paid forty odd quid for this game!!

The gameplay very quickly becomes extremely tedious and boring. Quite often you get put into a

hold and whatever you seem to do, there is no way out of it, leaving you stranded for ages until the other wrestler decides to let go of you!!

I honestly can't see who would find any enjoyment from this game: I

suspect the die-hard wrestling fans out there might like it, but I can't help feeling that it won't be long until a decent version arrives on the SF, so unless you're dying for a wrestling game, I'd definitely recommend to steer WELL clear of this.

Visuals	- 60%
Audio	- 75%
Playability	- 45%
Lastability	- 50%
Overall	- 50%



LEFT

PAVOROTTI IN  
HIS MOVIE...

AS NINJA GAIDEN!



## F-1 CIRCUS MD

MEGADRIVE BY NICHIBUTSU - SUPPLIED BY KRAZY KONSOLAS

**F**1-Circus is basically identical to the PC Engine version apart from the sponsor deal and the extra radar feature on the side of the screen - which doesn't really help unless you have a co-driver to direct you, as the game's so fast, there's no time to look at the scanner.

Anyway, for those who haven't played the engine version, here a quick rundown.

This is a formula one race game played from top down. You can go for a full grand prix or race a single track. There are options to select your sponsor, car, configuration of your car, number of laps to complete a race, and so on.

To start a race, you must first qualify by getting a good time by racing round the track a few times. Based on your time

dodge the other cars, or end up in a real pile up! However, you can clip other cars to take them out - quite tricky as you can go out as well. Colliding with other cars or driving onto the grass, can damage parts of your car - so you need to enter the pits for repairs.

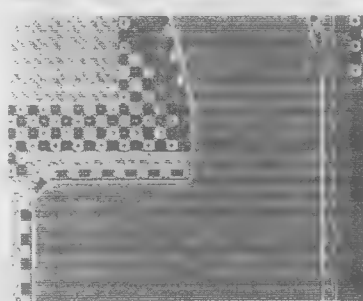


**Onn:** Well, I really liked the engine game of F1 Circus, and the MD one is just as good. I can't really say much about it really as it's basically the

same as the engine version, nice graphics, sound, and realistic racing... fast and fun too!

The addition of the scanner is a help - but most of the time, you can't look at it as the game is so

fast a look at what's ahead, and you could easily crash into something. Overall, F1 Circus MD is a worthy race game, a lot different to Super Monaco GP, and



(should you qualify that is) it's then on the grid against the computer controlled cars. When the race starts, you zoom forward - the game scrolls mainly straight up, but of course switches left/right, but never over 90 degrees either side - so you always drive upwards. This doesn't sound realistic, but works effectively because the speed of the game is incredibly fast.

Like real life, you must

only lack in a multi-play option - hopefully Naxat's Super Famicom version is as good, and worth checking out, although it won't suit everyone.

Visuals	- 85%
Audio	- 85%
Playability	- 85%
Lastability	- 80%

Overall - 84%

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# CALIFORNIA GAMES

MEGADRIVE BY SEGA • 4MEG  
SUPPLIED BY CONSOLE CONCEPTS



**Onn:**  
California Games is one of the best sports games ever devised - very playable

and addictive and the MD version is no exception

The graphics are brilliant with some excellent defined and shaded backdrops and sprites, plus some great parallax scrolling on the BMX section

Sound on the other hand is rather terrible. The sound effects are rather good, but the music accompanying each event and the title are rather dire compared to most MD games... bring back Yuzo!

But the game is great fun, especially the footbag event with two players. real simple, but very difficult to get all the tricks and mega addictive. A lot of timing and skill is involved to do well on each event too. Overall, Cal. Games is one

excellent game, it's not the perfect sport sim., but a must if you are a competitive player, especially with other human opponents

**Visuals** - 92%  
**Audio** - 70%  
**Playability** - 90%  
**Lastability** - 90%

**Overall** - 90%



**Dan:**

Cal games was a really tubular game on the '64, so I was interested

to see that MD version and I have to say, it's not bad, man (Oh dear, I can, like, see that this comment could, like, easily degenerate, y'know into, like a totally shitty collection of words, like, like, like and, like, radical and awesome, like, and bodacious and y'know



maybe we should change the name of the mag to 'Electric Surf Bums' but, like, I think it would lower the tone of the mag, so perhaps we (Get on with it!!! ED.) should dispense with this bull right now eh? After all, my name isn't 'Lee 'Ted' Scum', is it now?). (No, it isn't. 'Dan 'Bill' Woppa, like, y'know 'ton' ED.)

Basically it's a Technically enhanced version of the original game with a two player simultaneous option (which doesn't really add a great

deal) on a couple of the events. I don't think I need go into a lot of detail as virtually everyone has played at least one version of Cal but suffice it to say this is the best version of the game, (but why oh why did they miss the frisbee event out?)

**Visuals** - 75%  
**Audio** - 70%  
**Playability** - 85%  
**Lastability** - 75%

**Overall** - 80%

# Tecmo World Cup '92

Megadrive by Sims • 2meg • Supplied by Krazy Konoles

Tecmo World Cup '92 is a conversion of Tecmo's '90 coin-op game, but with a few changes. On starting the game, you can play against a friend or computer opponent in a single match or go for the World Cup. Then you can pick from 24 countries and select from one of four formations. There are also an option screen to select time, sound test, etc.

The game is viewed like the coin-op (angled side-on) as teams kick left/right. However, the graphics are a lot larger so you see less of the pitch. You control the player with two triangles above one of your team's head, and can move him around the screen, tackle people, pass or shoot. Kicking the ball usually sends it to the feet one of your mates which you can then control, and keeping the ball for a few seconds makes the triangles flash, thus you can go for a super power kick - useful for scoring at goal!

Most of the usual rules of football are present - throw-ins, corners, and penalties - which are viewed from behind the kicker. Unfortunately, there doesn't seem to be the ability to perform other moves like head the ball (standing or diving), chest ball, or over head kicks.



**Onn:** Footie games are great fun against other human opponents, so I was fairly looking forward to this one, although the coin-op wasn't very good. It was too simple to score - run and pass down the line, cross into the box, and kick it in the net. Yawn!!

'92 however hasn't changed much - you can't really do the above as the computer players tend to tackle you more. However, it's still rather easy to score, just past forward, once you're near or in the box, quick turn and it's a Goal!!

The graphics are rather crude - all the players are identical and as they can only run around, slide and kick, there's not a great deal of animation. Soundwise, there's only one tune throughout with minimal sound effects.

Overall, Tecmo '92 is a rather average footie game with no special bits - and not that much better than Sega's old World Cup Soccer (Italia '90). It's certainly the best soccer game for the MD (until Kick Off appears), but that like saying GamesMaster is the best video games programme on the box!

**Visuals** - 70%  
**Playability** - 73%

**Audio** - 65%  
**Lastability** - 70%

**Overall** - 72%

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# ADVENTURE ISLAND

SUPER FAMICOM BY HUDSON SOFT - BOUGHT FROM C.E.S / SUPPLIED BY SF GAMES LTD.



**Marc:**  
Adventure Island is Hudsonsoft's first SF game and the 3rd installment of the popular

## NES game

The game starts with a simple but nicely done intro showing our hero's girlfriend being kidnapped by the evil wizard (original plot, eh?) And guess what? Yep! You have to go and rescue her! What a surprise!

There are no options to play with, so pressing start sees our hero rotated and scaled in from the distance (VERY nice!!), and it's on with the game.

The first thing you notice is the brilliant sampled music by none other than Yuzo Koshiro. The game is packed to the brim with short sampled ditties, borrowing from various musical styles, all of which sound superb.

The game itself is very similar to Wonderboy except the levels tend to be a lot more varied and there are plenty of original ideas used along the way to keep your interest (eg: the

miner's cart, underwater sections, tree to climb up, etc).

The graphics throughout are excellent with loads of colour used and well drawn sprites and backdrops. Everything is nicely animated and the end of level bosses are particularly well done.

Each level has 3 stages, after which you have to beat the boss to progress. The music changes on every level and matches the scenery wonderfully. The first level (set on an tropical island) has steel drums, trumpet etc, whilst later on we get dance music complete with the 'Yeah' scream in the background and a spooky tune to accompany a dark forest, complete with ghosts. Amazing stuff.

The gameplay is great fun and there are hidden sections and bonuses to find on most levels. The difficulty level is set a little low but the action gets challenging after a level or two and later on it gets very tricky. It will take most people a fair while to get through all the levels as there is quite a lot to each stage.

A brilliant SF debut for Hudsonsoft and a really



enjoyable, and well put together game which is undoubtedly worth any SF owner's serious consideration.

**Graphics** - 88%  
**Sound** - 92%  
**Playability** - 91%  
**Lastability** - 85%

**Overall** - 89%



## Onn:

Hudson Soft and Yuzo Koshiro what a team... surely Super Adventure Island can't

fail to be a great game? Or can it?

Graphically, S.A.I. is terrific, superb detailed backdrops, and large and cartoon quality characters and other moving sprites. There are also some excellent effects with the whale swallowing the kid using the SF's rotation and expansion effects plus good parallax scrolling, and wobble.

Sound is Mega. Yuzo have been at his local disco once again, and the game features lots of dance and house music with scratching, rep-repeat voices, and other funky stuff. There's one excellent tune which is so cool, you'd expect someone to start singing any moment! This is

certainly the best music I've heard - real CD quality stuff. Unfortunately, the tunes are not that long, especially as each stage is rather short. Sound effects are good too but nothing outstanding.

Things look good so far but for the gameplay. Overall game play style is great, but it has a few flaws. Control of your character is awkward having to run to jump high (although you can duck and jump for a super jump) and although the levels vary from level to level, the game runs at a steady pace, one cannibal to shoot, one gap to jump, one boulder to avoid, although this could be the SF's fault, not to mention the trade off of having large graphics.

However, S.A.I. is still a top class game, difficult at first but easy at most stages, especially with infinite continues available to you! Plus there are hidden bonus stages. All in all, Super Adventure Island is a slight disappointment but worth checking out, and have only 4 stages! Probably suit younger kids!

**Visuals** - 95%  
**Audio** - 97%  
**Playability** - 87%  
**Lastability** - 70%

**Overall** - 85%



## Massive CD sales!!

The long awaited Mega-CD was finally released on the 12th December 1991. On the very next day, the Super CD-Rom was released and this marked the beginning of the CD-Rom war.

On the MD-CD side, Big retail chains like Big Camera and Yodobashi camera have stated that in their many outlets dispersed around Tokyo, queues of up to 100 people were common place, all wanting to get hold of a Mega-CD. On average, an outlet would stock up about 20-30 sets but many stores were sold out by the first day.

Seven days later, SEGA apologized to the public through the Famitsu Express saying more stocks would be available in the near future.

SEGA planned to sell 30,000 sets within the first year but 12,000 sets, just over a third of this sales target was fulfilled by the complete wipe out of stocks of the first production batch and now SEGA cannot keep up with public demand.

On the Super CD-Rom side, things have been rather quiet, for example of the 30 sets in the Big camera outlets in Shibuya, only 6 sets were sold (This is not surprising, as most Engine owners probably already own CD-Roms anyway, or have gone for the DUO).

Although things look rather lobbied now, who knows? Reports show that more software for the Duo was sold than for the Mega-CD.

### Tai

## Nintendo to challenge Sega in CD Conflict?

As Nintendo begins to release details about its long-awaited CD platform for the Super Famicom/ Super NES, industry insiders are already beginning to speculate on the treat it poses to the recently launched Mega-CD unit from Sega.

The troubled development of Nintendo's CD unit has meant a long wait which has

# CD'S AND THE PUBLIC!

only just seen specification details appear. The licensed Philips CD Rom/XA format will allow for simultaneous access of Data, Video and sound which in gaming terms will mean a very smooth operation without the 'Black-out' data searches common on other systems. Unlike the Sega unit, a system cartridge will be used containing RAM, ROM and a custom real time graphics coprocessor supporting full-screen, full motion video, although to what quality remains to be seen. Best of all a ram buffer of nine megabits will provide ample room for complex software. As for the issue of compatibility with Philips' existing CDi format, details are still not clear, but the development of a 'bridge format' by Nintendo is anticipated to allow this.

Poor SNES sales experienced in the states since its release have been attributed to the machine's much talked about slow speed. In comparison to other machines it is interesting to note that the graphics processor in the SNES can only handle around 4-6k of data per second while the mega-drive and other 16-bit systems can handle around 30k in the same time. An expected power boost was hoped by many to come in the new CD unit's processor but it is not known whether the coprocessor that Nintendo have included will speed up existing functions as well as enable FMV.

Despite this, the machine's most powerful shot is the suggested retail price of \$200 which actually amounts to less than a third of the price anticipated when the system was first announced. More recently it was expected that Nintendo would price its CD access-ory around the \$350-\$499

mark to match that of Sega's unit. This new price could have Sega executives hot around the collar in light of the luke warm reception that its own CD unit has recently received. Of course an initial batch of poor third party software was only to be expected from developers that received CD development systems from Sega only a short time before the unit's release date. Sega, who can only blame themselves for this, have wisely delayed the US and European release dates for the Mega CD Unit suitable software for these markets has been developed.

This, coupled with an unfixed US price cause Sega to cancel its planned US launch of the Mega CD at the Las Vegas CES show in January. There is no doubt that Nintendo's newly announced ultra-low price will affect Sega's final price decision, but the advanced hardware of the Mega-CD unit apparently doesn't come cheaply and Sega may find it difficult to compete when the Nintendo unit hits the market towards the end of this year.

By not diving head first

into the CD market it looks like Nintendo may have pulled a shrewd one on Sega. The 'Big N's' initial price expectations of \$700-\$800 for the SNES CD unit may have been genuine, but whatever the case Sega certainly prove to be a bit beyond the means of the average gamer (ie. the child relying upon parents' expenditure). Nintendo obviously knows that pricing is everything as it has demonstrated already with its other system and has decided to release a more affordable unit, but possibly not one that will give the SNES the power boost it so desperately needs.

Whatever these hardware platforms deliver on paper amounts to nothing if the anticipated software fails to deliver. It is a prevailing truth that software sells machines more than tech spec (You only have to look at the Gameboy's success to understand that). Both companies possess many licenses but while currently without the support of top companies like Capcom, Konami, and of course Nintendo themselves (who must rate among the top game designers), Sega will certainly not have it all their own way!

Jason Brookes

Latest information from Japan on the Super Famicom CD-Rom are that, Nintendo won't have it ready until January '93 and will be priced at ¥27,000 (£118). This is well cheap, when you consider that both the engine and meadrive units are around the £200 mark. The specs are pretty cool too

Main Memory	8Mbit
Sub Memory	1Mbit
System ROM	2Mbit
Max Storage (formatted)	around 540 MByte
Data transfer speed	around 150 Kbyte per sec.
DMA transfer speed	around 2.68 Mbyte per sec
Average access time	0.75 second
Max access time	1.3 second
Reading error	less than 10e-12
Dimension	242x200x74mm
Net Weight	around 1.1 kg
Power Consumption (max)	4W
Misc information	CD-Rom XA standard Chip for animation/3Dpoly- gon processing

Brain Dead brings you the big news as it happens... or in most cases, never happened or happen!? But so what!?

## Atari's Bigger Cat

First there was the Lynx, then Atari announced the they were to release a 32-bit games console to knock the rest of the game consoles for six - codenamed the Panther. However, technology caught up with Atari, and the Panther was shelved to make way for the highly secret project - codenamed the Jaguar, an amazing 64-bit machine to blow the console world. It's also rumored that it's not a true 64-bit machine, but two 32-bit chips in the machine, but what the hell!?

Well, the E.B. Spies have been tapping Atari headquarters with ex-stock KGB bugging devices, and have big news, bigger than Robert Maxwell's underpants, that Atari have dropped the Jaguar project as well, in favour of a more power machine - a 128-bit games console called the "Sabre-tooth Tiger".

The Sabre-tooth Tiger, also known by Atarians as

the S.T.T. is in it's prototype stage and Atari plans to release the machine 'soon' - unless they shelve it for a better machine to stun the universe. Information of the S.T.T. is scarce but it's rumoured to be able to display over 4 million colours on screen - so long as it's black; 64 channel sound although you require 64 external speakers to hear them all at same time, they will be FM, PSG, TSB, PIG, MSG, and I12P, 2meg Rom, 4meg Ram, 2 Sheep and a goat, customize hardware chips to rotate, twists, scale, zoom, somersault, and the high-scoring triple back flip with a one and a half spin, and a customized 128-bit C.P.U. running at . well . it's so fast that none of the Atari technicians could catch the beast! As for the price - unknown at present, but when it reaches the UK shores, should go for 500 Ecu!

Watch out for a full review of this incredible machine in the future, only from E.B. ermmm, now how does this cobalt freeze chamber work again. ?

## Vi-Vi-Vibra-- Vibrator!!!!?

In the days of the Atari VCS, when you wanted a joystick - you got a decent stick - no messing about - simple, naff but did the job. Now . you have more joysticks to choose than yogurt, but also other strange devices - the power glove, the wierd Ultra Force, and recently - the chair!

Well the latest gadget to come from the japanese is the home version on the vibrator seat as used in some top coin-op machines like Astro Belt... remember that game? What a game that was!

When attached to your console (or not), the unit shakes and simulates vibrations as you weave around in outer space in your X-757 Extremator fighter, and jolts as you collide into an asteroid or take a direct hit by enemy fighters.

The unit is now available with various models, and produced by top japanese electronic manufacturer - Zanussi. For £400, you can have the Zanussi 1000 Automatic, or for an extra £50, you can get for the Zanussi 1500 Automatic Jet-System version with extra jetsystem - which automatically sense the size of your load and adjusts accordingly. Or for you lot with money to burn - the Zanussi 2000 Automatic Jet-System Turbo-dry version, at £550 - cheap at have the price!

Many Tests have been carried out with the Zanussi systems, and not only do they attract hard shoot 'em up boys, but a favorite with middle age women, although none of them minded when it wasn't connected to the video console!!

NB As an added bonus all the Zanussi systems will wash your clothes too, and the 2000 version, dry em aswell!! Amazing!!

## PADDY'S SECRET AFFAIR

Big news of the month was the secret affair of Liberal Democrat leader Paddy Ashdown, who admitted having a five month fling with his glamorous secretary. However this shouldn't really affect the parties, which was supported by the other two premier leaders.

It was "not relevant to his policies or capabilities," said Mr. Major. Mr. Kinnoch said, "His private life has nothing to do with political issues."

BUT, the E.B. Spies have dug deeper into the scandal, and have uncovered that Mr. Ashdown have also secretly owned an Amstrad GX4000 for the past year. The

E.B. spies have discovered the machine hidden in a compartment at his desk at the Liberal Democrat's HQ. It seems when no one was in the building, Paddy would take it out and plug it into his CGA PC Monitor and play away into the early hours.

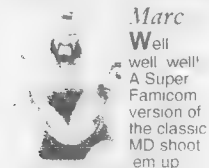
It appears that the rest of the party had not known of this and had thought Paddy was really in the office with his lady friend, but when we broke the news they were shocked and possible action will be taken!

"It's disgraceful... I think he should stand down as leader" said the prime minister.



## THUNDER SPIRITS

SUPER FAMICOM BY TOSHIBA/EMI - SUPPLIED BY MEGAWARE



Marc

Well, well, well! A Super Famicom version of the classic MD shoot 'em up

Thunder- force 3!!! Since this is the first game to be on both the main consoles, it will undoubtedly serve as a benchmark as to which is the better machine MD owners are ready to slag off the SF and SF owners are ready to tell the MD owners that they have the superior machine!!!!

After a dark screened pause (what is going on??) the title screen pops up together with the familiar music from the MD version. In all fairness, it doesn't

sound much different, just a little 'remixed'

Hitting Select and Start brings up the options. The speed, difficulty and buttons can all be set up from here: the same as the MD version

After pressing to Start and having another black screened pause (!!) the game starts. Hold on!!! What about the level select that the MD had?? It is no more, gone, removed! On this version you can't play your favourite level or tactically hit the hardest first: you're just thrown in to level one and get on with it!

The first level is the very familiar jungle one which is identical in layout and attack waves as the MD. In fact it's not until level 4 that a slightly unrecognisable



level appears!

The graphics look a little more squashed and a tad smaller than the MD version but the colour and parallax remain the same. The big problem is the scrolling. When a few things get on screen (all us Famicom owners cringe!!!!)... it slows down!!! Yep, it's Jerk city here we come!!!!

The really annoying thing for SF owners is that the programmer's have

made no attempt to use any of the special hardware effects (even on the fire level, which is criminal!!) and so the poor old (slow!) CPU is left to do all the work

There isn't really a vast amount of difference graphically between this and the MD and the music has been slightly changed so it does sound different (although I wouldn't say better). The game itself also isn't really that changed, but



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the problem here is the slow down and jerkiness. This should have been better than the MD version - the hardware should have been put to good use and more colours and sampled music should have been used. Instead, the programmers have opted for a cheap conversion to try and cash in.

The Famicom's achilles heel is it's slow CPU. Since shoot 'em ups are fast moving with lots of objects on screen, they will not be the machine's showcase. However, UN Squadron showed that a brilliant shoot 'em up can be done if the programmer's know what they are doing. It would have been interesting to see TechnoSoft give this a go!

Unfortunately, this is a appallingly wasted opportunity.

If you're after a shoot 'em up, buy UN Squadron. If you've got that, then take a look at this, but don't expect a game that is as great on the SF as it is on the MD. The Famicom has had (and will have more) "victories" over the Megadrive, but this time Sega seem to have taken the honours!!!!

Graphics - 82%  
Sound - 80%  
Playability - 80%  
Lastability - 83%

Overall - 80%

## Super Chinese World

Super Famicom by  
Culture Brain - Supplied  
by SF Game Services

### Jason:

According to Culture Brain, the 'Ninja Boy' series has sold over 2 million copies on the 8-bit

Famicom in Japan alone! This offering on the SF is either a conversion of a previous game or more likely a sequel, but being this bad I couldn't really care!

What it amounts to is a cutesy overhead adventure for one or two players in which the characters must wander around the map gaining knowledge and

experience and mainly fighting baddies in punch-up scenes which seem to crop up randomly and far too frequently.

Chronic, tiny, jerky graphics, poor sound and tons of Japanese text hardly make this a game to rush out and buy, however some people (I use this as a loose generalization) might derive some

pleasure from it's simplistic wander and punch style of play, although being able to read Japanese would help!

Visuals - 30%  
Audio - 50%  
Playability - 50%  
Lastability - 40%

Overall - 40%

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## SUPER OFF ROAD

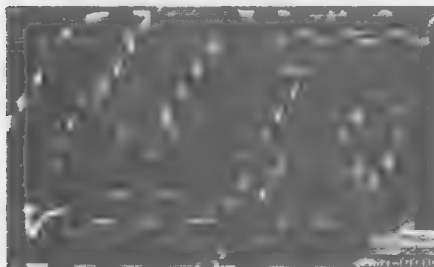
SUPER FAMICOM BY TRADEWEST - USA VERSION -  
THANKS TO CONSOLE CONCEPTS

**S**uper Off Road is basically a rough and rugged version of Atari's Super Sprint. You, and a friend, can take control of a 4x4 truck, in a four vehicle race around some ridiculous courses with bumps, steep hills, water logs, jumps, and even stone walls that you MUST avoid!

To complete a race you must beat the computer controlled vehicles by racing round a few laps where you will win cash

out courses and super little trucks that animate extremely well as they bump and bounce along. The game also features some ace touches like flag poles that spring about when you skim them, and cardboard boxes on the courses which if you hit well... act like cardboard boxes flying all over the place!

Sound is great too with some neat tunes for each of the track and good use



SUPER OFF ROAD - THIS IS ONE OF THE TRACKS - DEADLY STUFF

prizes.

Money can be used to buy nitro (which sometimes also appear on the course which you can run over to collect) which boost you forward allowing you to fly pass opponents, better tyres, and steering.

The game features over 64 courses which occasionally repeats so you can gain that extra advantage on opponents or vice versa

of Sound FX

How does it play? Well it's brilliant... but more fun with two players as you compete to beat each other. The game's fast funous, addictive, and later levels a real challenge! As for long term value, it falls a tad short... although considering I've had the Amiga version for a year or so... but well worth it if you haven't got a version. Shame it's not got a 3 or 4 player option... if only it was converted to the Engine! Incidentally, I still prefer Super Sprint (on the Atari ST) than Off Road

**Visuals** - 92%  
**Audio** - 90%  
**Playability** - 90%  
**Lastability** - 85%

**Overall** - 90%

**Onn:** I've never seen this game in coin-op form, but the Amiga version was pretty good, and this SF one follows



surf

Graphically, the game's brilliant with very good laid

## LIQUID KIDS

PC ENGINE BY TAITO - BOUGHT FROM RAVEN GAMES  
REVIEW BY DARREN ASH OF SOMERSET

**L**iquid kids is the latest cute platform game to come from Taito and with likes of New Zealand Story, Rainbow Islands, and Don Doko Don to follow on from has a lot to live up to

You play the part of a platypus whose world has been invaded by nasty fire creatures which have kidnapped all his friends and family. So it's off to the rescue

Your only defense are water bubbles which you throw at the baddies. Holding down the fire button will cause the bubble to grow to about twice normal size.

Along the way you'll find plenty of things to pick up some for extra points, others will help you out like taps that give you a limited supply of jumbo bubbles, speedups, shields and extra lives to name just a few.

The seven levels each follow a different theme and are split into smaller stages with a big boss to defeat at the end of the last stage. The various places you will visit include such delights as a waterworld, mechanical world, pyramids and a level where you seem to be making your way up a large tree trunk.

There are also hidden rooms to be found through out the levels which if completed open a door which warps you to a later part of the game. Some move you only a few screens while some advance you to another level.

Finding these rooms is the hard part and involve throwing loads of bubbles about which cause plants to grow with doors on top if the right place is hit.

I have never played the coin-op so I can't say if this is a close or accurate conversion but it's well programmed and is great fun to play.

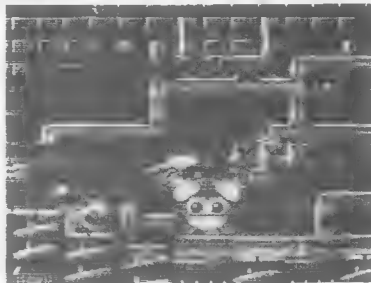
The graphics are nice and colourful and move well with pretty good animation and the scrolling is perfect as you would expect on the engine although there is no parallax. It's one of those games where the graphics improve with each level. Sound is the usual stuff that accompanies this sort of game with cute cuddly tunes that fit nicely and the effects are Okay (I liked the Egyptian music on level four).

This is a perfect example of this sort of game which plays well, is very addictive and has a lot of variety and it also packs quite a challenge on later levels so you should get your money's worth out of this one.

If you liked the games I mentioned earlier, then you will love this one too. A MUST.

**Visuals** - 88%  
**Audio** - 85%  
**Playability** - 92%  
**Lastability** - 80%

**Overall** - 90%





# UNCLE DAN'S PROBLEM PAGE



If you have a problem you can't deal with - write to Uncle Dan, also known as 'Mean Jean Dan Latrine'. Send all mail to the usual address: 125 Arnold Road, Bestwood Estate, Nottingham, NG5 5HR. Extra cash stuffed into the envelope are very welcome

Life is full of problems, what with rising inflation, economic recession and environmental threats. Despite all this most people's main worry is their personal problems, and in these pages, our resident agony uncle, Dan, will try to answer your questions on life, the universe and everything.

## Dear Uncle Dan,

I have a problem. None of the girls near to my home town pay me any attention. They say things to me like 'Ooh, no Marc, I don't want to go out with you, you don't write enough reviews for E.B. and you never write any other articles,' and others just laugh and call me 'Marc 'Button A Foord' What should I do? Marc Foord, Middlesex.

Uncle Dan replies,

Well, Marc, yours is a fairly common problem, but not a particularly difficult one to solve. Basically you have two options: i) Lie. Give everyone you meet a false name. Tell them you are one of the more

charismatic members of the E.B. team. Perhaps if you pretend to be that nice Dan chap (no relation). Yes, that'll certainly solve your problem, and they'll be throwing themselves at your feet in no time. ii) Write more reviews, and perhaps even the occasional article or something. Throw in a few more naughty words, and try not to make them ridiculously over-detailed like you used to (you know, the old button A, button B, button C shit), and I'm sure your problem will soon be just a bad memory

## Dear Uncle Dan,

Problem have I. Name Tai and Japanese. Speaking and writing not good English. Find self strangely attracted to PC Engine. Sexy white case really get me going. Want take to bed, Engine play hard to get. Many grateful if solve problem. Me go now take cold shower. T. Ono, Surrey

Uncle Dan replies,

Well, Tai, this isn't a problem I've encountered

before (Dan actually prefers the sleek, luscious dark and shapely Megadrive ED), but I think I see the solution. First of all, rushing into a relationship with your engine is not the solution, and you might both live to regret it if you do anything hasty. Instead, I would suggest you see a little less of each other for a while. In the mean time, perhaps you should take up a hobby, like translating a lot more Japanese articles for Electric Brain, and while you're at it try to translate them properly instead of making all the people being interviewed sound like dickheads. This I feel, will solve your little problem

## Dear Uncle Dan,

I have a problem. My name is Lee Hughes and

Uncle Dan Replies,

Yes, yes I think I see your problem, and I regret to inform you that there is nothing you can do about it. I'm afraid the only thing you can do is to kill yourself to prevent the

further suffering of all those people who know you. A gun would be the best way I think as this would be sure to work. Indeed, perhaps it would be better if someone else were to pull the trigger, just to be on the safe side. Perhaps in your case, I could render a little personal assistance.

## Dear 'Shithead' Dan,

I think I have a real problem. I am very rude to people, I can't keep my opinions to myself, one word and it just spurts out and I have this desire to kill people, not to mention writing letters to myself. Dan, I think. Unknown but I think it's Snottingham

Uncle Dan Replies,

Yes! I sure looks like you have a ruddy big problem you dim twat! Writing to yourself is so ruddy stupid as you are making a loss on stamps! What you must do is speak into a mirror instead - this not only saves stamps, but rests your hand, so it can be used for hitting people. Better still, hitting yourself solves all your problems in a nutshell!!

...HMMM...



\* THE RUBBER MAN

# DIMENSION FORCE

SUPER FAMICOM BY ASMİK - 8MEG  
SUPPLIED BY CONSOLE CONCEPTS / S.F. GAME SERVICES

Dimension Force is a vertical scrolling shoot 'em up in the traditional style - you control a helicopter gunship and head upwards blashing the metal flying crafts of the enemy, plus ground targets like tanks, missile launchers, etc

The main difference between this and other games is that on some stages you can zoom down so you can blast lower targets, as you 'copter does not carry bombs.

Apart from that, it's similar to the likes of Ultimate Tiger with planes and 'copters swirling around, and firing Weapons to collect to improve more firepower. Reach the end of the

stage and you'll have to destroy a boss. On stage one it's a giant dinosaur that breathes fire balls at you. You can't hit it from high in the air, so you'll have to zip down and blast it.

**Jason:**  
Now then, now then, what's a game this crap doing on the SF. stuff of this quality is only tolerated on the megadrive (in fact, Asmik are probably one of Sega's best licensees along with

Wolfteam, Treco, Reno, Hot.B etc. I just wish they'd stuck to the Megadrive and not started to ruin the SF's software base as well!

D-force is a Tiger Hell/Ultimate Tiger rip-off but without the graphics, sound or playability that made the game so good on the PC Engine. Scaling is used so that if you're fed up with the crap graphics, zoom-in and get crap graphics which are blocky as well! Sprites are horribly drawn and move like an ST game! Plain, vile music with utterly pathetic sound effects wrap it all up. However we all know aesthetics aren't as important as gam play, but I found sitting on a magimix with a missing lid more enjoyable (but I wouldn't recommend either).

D-Force is hyped by American mag EGM as having 'outstanding mode 7 scaling and 'setting new standards in vertically scrolling shooters' - Are they serious or do I smell the transfer of considerably influencing sums of money!

D-Force certainly sets new standards alright - the lowest of the low. In fact, if I were ship wrecked with this game and a solar powered SF & monitor

(plus maybe a consolatory copy of 'Super Chinese World') I'm sure I would never have the urge to play video games again. Enough said?

**Visuals** - 20%  
**Audio** - 15%  
**Playability** - 20%  
**Lastability** - 10%

**Overall** - 15%



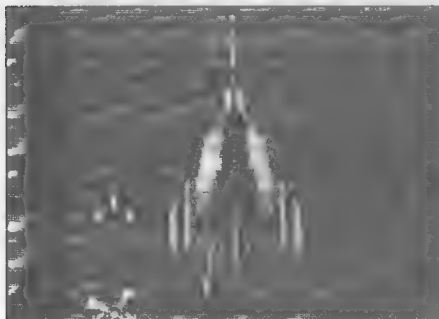
**Onn:**  
Well, if you've read Jason's impression of this game, then I can't really say much more. Apart from the fact

that this must be the worst shoot 'em up I've played. I thought nothing could beat Powergate on the PC Engine, but Asmik have really showed us they can become number one!

Chronic scenery, blocky sprites, boring sound effects, average weapons, roll them all together and what do you get.... a extremely terrible game - D-Force!

**Visuals** - Yuukk!  
**Sound** - UUrrrrrkkk!  
**Playability** - EErrrrghh!  
**Lastability** - Uurrrrrghh!!

**Overall** - Yurrrghh!!



→ From Pg. 47

# F-22 INTERCEPTOR

MEGADRIVE BY E.A. - SUPPLIED BY CONSOLE CONCEPTS

F-22 is EA's first venture into the flight simulation side of games, and here you play the pilot of a top interceptor fighter. The game starts off with three modes of play: Training, Cadet, or Combat. Cadet is the first real challenge with combat - where the real fight heats up with multiple Migs, etc after you. Training should be selected first to get to grips with the controls.

Like all flight sims, you view the game in-side the cockpit of your plane, although there are options to view it from behind to give it an afterburner feel to the game - plus options to reverse controls, sound, etc.

You start on the airstrip and Afterburn forward and when

CONT ON PAGE 49







you hit top speed, lift off! Training mode takes you through the game. Messages will appear on screen, and tell you of your missions. For example, shoot down enemy helicopter in vicinity. Here you look at your radar, head for the 'copter, line up and blast it! Control is quite complex, as it uses all the buttons on the pad... including combinations of them for different things. However, pressing start and button will display a menu of all the buttons and commands they may forget.

Once you complete a mission, the computer will zip you to the next waypoint for the next challenge. Note that you only carry a limited supply of fuel and weapons, so use those missiles early on, and you'll have to rely of your cannons, until you are re-armed and re-fueled. This is done Afterburner style from a large plane.



**Onn:**  
Wow! A flight simulator for the Mega-drive... using filled in vector graphics... surely the

MD can't handle the speed and detail of the computer?

Graphically, the game's great.. it's not very detailed - with very sparse scenery. However, the planes, 'copters, etc. are rather well defined and animated.

Sound is used to good effect too with warnings

beeping at you when you are about to hit the ground, cannon gunfire, missile launches, explosions, etc.

But what about the game. At first it's rather complex to figure all

the combinations of the buttons and what's what... launching a TV guided Maverick missile at a Mig-29 is not what the US Air Force recommends!

But after a few goes and playing the training mode... you soon get the hang of things, and you'll be shooting down everything in no time. It's great fun to destroy the enemy forces... but after completing a whole lot of missions on Cadet and Combat mode, I wasn't too impressed. Although EA has cut out all the complex flight sim, bit like lowering gears, flaps, etc., it falls far short of a flight sim., and fall short of a proper arcade game as each mission is rather simple...requiring you to shoot a few Migs, ground targets, and so on.

Overall, F-22 Interceptor is a exceptional arcade flight sim, but after the initial games, you'll probably get bored with it as there's not a lot of variety in the game... just shoot all the enemies. It would have been nice to have mountains to dodge, bomb a bridge or airstrip, take out battle ships, .... and a flight sim isn't a flight sim. if you can't fly under a bridge!!

This is definitely a try before you buy game - but if you're an avid flight simulator buff, you'll be better off on a computer with F-16, F-19, F-29, Mig-29, Interceptor, but not F-22 Interceptor.

**Visuals** - 85%  
**Audio** - 80%  
**Playability** - 83%  
**Lastability** - 79%

**Overall** - 80%



## E.B. Team Profile



**Name:** Leelee (not SCUM!!)

**Age:** 19

**Gender:** Male (was when I last looked!)

**Fave Console games:**

Bomber Man (Engine) - Brilliant when betting on the Outcome!

Assault suit Leynos (Megadrive) - Great Under-rated game

F1 Circus (Engine) - Faaast Racing Game  
"Super" Formation Soccer (Super Famicom) - The BEST footie game

Pilot Wings (Super Famicom) - Excellent Dudes  
Fantasy Zone (Master System?) - Far the Best Game on the system

**Fave coin-ops:**

R-Type - THE Shoot 'em up. One of the Best Ever

Gauntlet - Just like the M1 with loops

Gauntlet - Elf is about to die die DIE

Kick and Run - The best Footie game EVER produced!

**Fave Pin-Ball Machine:**

Party Zone - Great music + sound FX

Fun House - Easy to play, so you last ages!

**Fave films:** Robot Jox - Shite acting but great robot effects; Bill and Ted's Excellent/Bogus Adventures

War of the Roses; They Live (I've got a pair of those

Sunglasses as well!); Death Race 2000 - Hmmm, bit

old this one!; + Loads of other stuff

**Fave music:** Slayer - Great Sounds; Sacred Reich -

Good Thrash; Metallica - Only the OLD stuff; Sepultura

- Deth at its finest!; Lawnmower Deth - I've Joined the

M.L.F.; Empty Tankard - Crazy Drunks?; Shamen -

What a contrast eh?; Roxette - Arrgghhh afraid so!

**Fave (Only) Clothing:** Jeans/T-Shirt

**Likes:** ALL Chinese food, Paint-ball, Beating Dan on

ALL games, Girls who dont say no!, Playing VR + Lots

of other things "cause I'm a really interesting guy,

honest GUV!

**Dislikes:** Watching Dan play Darius, Watching Dan

play Street Fighter, Watching Dan play (Yawn) zzzzzz.

Having a PAL Megadrive, having no games for my

lynx, my Lynx, Dan, paying for VR, Not finishing my

Reviews in time, not having my car, being Thrown out

the local Arcade, all forms of alcohol (honest, really, Ok

I'll give up next week.)

**When nobody's looking I like to:** Read the

Amiga System Programmer's Guide + play my lynx.

**My greatest ambition is:** Outlaw all copies of

Darius and Street Fighter on all machines. Give Dan a

haircut with a rotary flymo (too late perhaps?).

**Fave Sayings:** "Thats BLOODY good stuff!", "You've

got a lot to learn before

you beat me, try again Kiiiiidooooooo!", "DAN I HATE

YOU TOO?", "If that's true then my name's JACK

FROST?"

**My Contribution to Society:** N/A

## TIPS

**Raiden - Engine**

On the 'Continue?' screen, press 'I' + 'II' several times and you get 6 instead of 3.

When you die, and the 'Continue?' sign is counting down, wait till '0', then press Run. The screen should be full of items!

**Prince of Persia - Engine**

Use this tip to go through doors. On any door, stand right in the center of the door, then select 'Game End', and say 'YES'. Then you should go through the door!!!

**Mesopotamia - Engine**

On the title screen, press Down + II + I and put second strength on auto-fire, and while doing this, press Run. You should be able to fight bosses in order!

**Super E.D.F. - S. Famicom**

When you start the game. Pause the game, then press A, B, X, Y, L, R. Up, Down, Left, Right - then you'll have infinite shields!

**Dracula (Castlevania) - Super Famicom**

On last stage, just before final boss, before the door, on the right ledge, jump left into the air - there is an invisible platform. Then if you walk left, the screen should flash - then you know you succeeded - infinite hearts, etc. !!!

**Devil Crash MD - Megadrive**

For Background Music, at password, enter - OMAKEBGM\*\* (The first O is a letter)

For the last two \*\* insert any of the following:

- 00 - Thunderforce II MD
- 01 - Helltalk
- 02 - Thunderforce III
- 03 - Elemental Master
- 04 - New Nine ball legend

Other passwords -

'Techno soft' for 10 balls + 2000000 points

'Devil crash' for 7 balls +

390000 points  
'09563 35555' for 33 balls + 555500 points  
'TF2HZ TF3EM' for 10 balls + 464900 points  
'LUCKY LUCKY' for 7 balls + 77700 points  
'00000 00000' for 0 balls + 0 points

**Moonwalker - Megadrive**

On the title screen, on player 2 pad, while pressing Up-Left + A, press Start. Then, when on the menu screen, on 2 player pad, during Up-Left + A, and Start again. For many Jacksons!

**Sword of Sodan - Megadrive**

Purple medicine - doesn't do much, but if you collect 4 and drink them at once, you warp to the next level.

**Dino Land - Megadrive**

When it says 'Wolf Team' at beginning, press Start, while press A, B, C.

**Kabuki Warrior - Megadrive**

At title screen, when letters are spinning, press 'B' 4 times, and then press Start. Then you can fight each other!

**Gradius - Engine**

If you are having trouble getting in to the secret levels, remember that, some can't be entered if you use the weapon cheat.

The best way to enter the stage 7 level is, when you near the end, shoot all the enemy ships etc. so they don't get in your way, then move down, and shoot the middle part of the bottom mesh, and run through it, and hopefully you'll enter.

There's also a secret level on stage 4. To get in, you must first make sure you fly through the gap between the small mountain on stage 1, and the same on the upside-down one on stage 4. Then move into the upside-down active volcano!!

**Super Fire Pro Wrestling - Super Famicom**

On mode select - Select Password, and enter 'WOMAN' for a rather sexy female ref., or 'CHACHA' for a short fat ref.!

**Dragon Saber - Engine**

Like on the original game, you can play on a long thin screen by resetting it - but you only have to do it 30 times instead of 47. For all you new users who don't know how to reset the Engine, press Run and Select!

**Streets of Rage - Megadrive**

Press Left, Left, B, B, B, C, C, C, and Start on Game Over screen to continue where you left off. (Thanx to Anthony Gaskill for tip)

**Road Rash - Megadrive**

If stuck on a level, you can change your position order round on the code screen. eg 42389 to 98423. This way you can skip the hard races. (Thanx to Anthony Gaskill for tip)

**Super Real Basketball - Megadrive**

When going for a 3 pointer wait till animated screen to appear, then press A, B, and C in sequence several times for 100% success rate. (Thanx to Anthony Gaskill for tip)

**Ghouls 'n' Ghosts - Megadrive**

On a british copy, press Up, A, Down, A, Left, A, Right, A, B, C on title screen for invincibility. (Thanx to Anthony Gaskill for tip)

**Salamanda - Engine**

Select 2 players on the option screen, and when the weapon demos screen comes up, press buttons I and II to get second ship to appear where you can control it - you can even collect the weapon icons at the bottom! When in the Demo, you can also join in too by pressing I + II on pad 2!!!

Like most two player games, if you play a two player game without a multitap, you can control both ships with one pad. Beware however when you collect speed-ups, as one will move faster than the other!

**Super Ghouls 'n' Ghosts - Super Famicom**

Well, for all you who wanted tips on this, here's how to get the level select screen, plus music option. First select the Option menu. Then highlight EXIT, but don't activate. Now grab your other pad in port 2, and hold

down 'R' button, 'L' button, Select and Start and don't let go of them, and then with your 'third' hand, press Start on Pad 1, and hey presto, another menu!! You can then select the options with pad 1.

If you are having difficulty with the last boss, the thing to do is, stay slightly left of the left foot (his right), and when the blue platforms flies out of his stomach, jump up onto it, and stay in the duck position. The lasers he fires out will miss or pass through you, and when you reach the top right, fire into it's head. You do this about 6-7 times and it's game over for Mr. Boss.

### Rolling Thunder 2 - Megadrive

Okay, here are some passwords for ya!  
There are two passwords, depending on characters:

1. (A Rolling Program Smashed The Genius)
2. A Migical Thunder Learned The Secret
2. (A Curious Rainbow Learned The Future)
3. A Natural Fighter Created The Genius
3. (A Magical Isotope Blasted The Device)
4. A Rolling Nucleus Smashed The Neuron
4. (A Private Leopard Punched The Neuron)
5. A Curious Program Punched The Powder
5. (A Slender Fighter Elected The Genius)
6. A Logical Leopard Blasted The Secret
6. (A Digital Rainbow Muffled The Secret)
7. A Private Isotope Desired The Target
7. (A Logical Thunder Smashed The Powder)
8. A Natural Rainbow Elected The Future
8. (A Rolling Machine Desired The Killer)
9. A Magical Machine Muffled The Killer
9. (A Slender Nucleus Blasted The Target)
10. A Digital Nucleus Punched The Device
10. (A Curious Isotope Created The Killer)
11. A Private Thunder Created The Powder
11. (A Natural Program Desired The Neuron)

## Next Issue

Be prepared, next issue will be more mega than this issue.

We will have some awesome games on review including the biggest PC Engine HuCard game from Konami - Parodius, plus Twin Bee, and again from Konami - the Super Famicom version of Contra! In fact, it's going to be a Konami special, as we'll be taking a peek at the Company.

Other games reviewed should include Soul Blader (SF) - Can Enix match up the success of Actraiser? Gates of Thunder (PC) - Hudson's first Super CD-Rom shoot 'em up! Exhaust Heat (SF) - Can Seta match Nintendo's F-Zero? Steel Thunder (MD) - Hot-B returns... plus Trouble Shooter (MD), Gator World (MD), Undeadline (MD), Super Fantasy Zone (MD), Terminator II (GB), The Boy in the Future (PC), Human Sports Festival (PC), Faceball 2000 (GB), The Rocketeer (SF).... and many more!!!

Plus all the usual latest news in Hardware and software, Mega tips, gossips, etc....

Don't miss it!!!

Available approx. end of March '92



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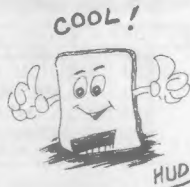
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